THE COMPLETE GUIDE TO THE AMIGA

CU

# AMIGA

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JANUARY 1992 £3.95
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# THE MARKO

## CRUISE FOR A CORPSE




AMIGA



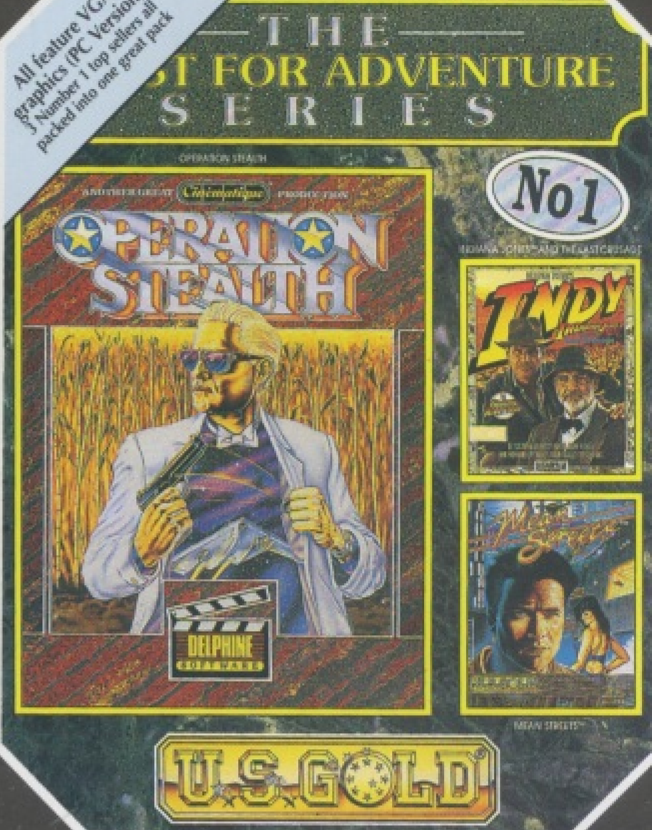
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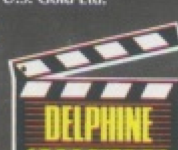
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## THE GODFATHER™ – ACTION GAME

"You don't ask for power...
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The Godfather™

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AMIGA



### THE GODFATHER™ - THE ACTION GAME

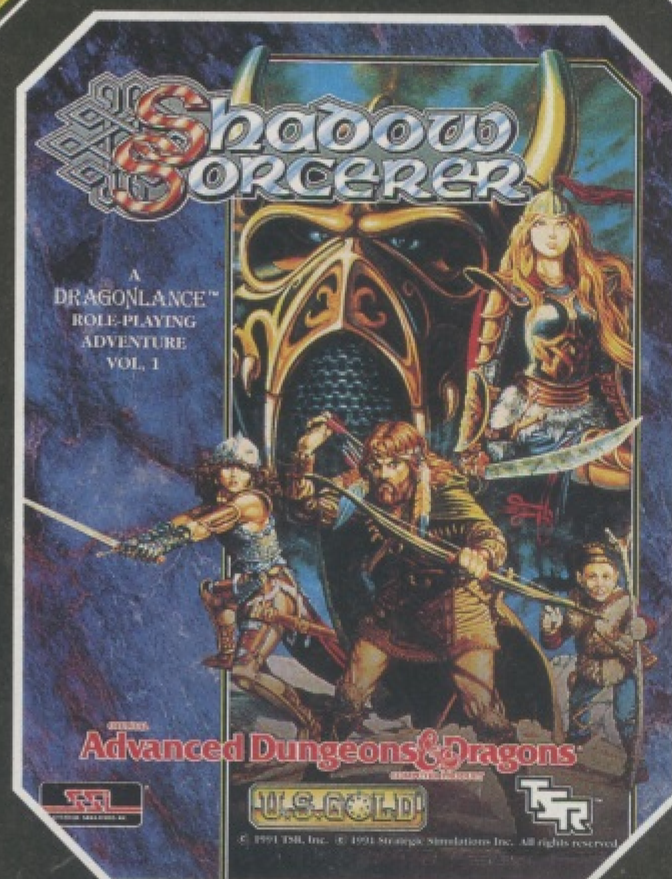
Domination, wealth, power and justice are all part of the game plan. Flex your muscles in the rough and tough world of The Godfather, crushing other Don's scheming plans to take a piece of your action! Nerves of steel and a cool head are needed to keep the bad guys at bay.

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## SHADOW SORCERER




ATARI ST



### SHADOW SORCERER

This new concept in role-playing adventures means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

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Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specification.




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Be very afraid. . . terror in the cosmos in the blood 'n' guts Space Gun, page 81.




## REGULARS



## coverdisks

coverdisks 24 25

This month's brace of floppies is bristling with utilities and the best in playable demos. Disk 24 presents two contenders for the Christmas number one – Space Gun and Big Run. Meanwhile, Disk 25 offers twelve poster fonts, a superb animation, a brilliant sample mixer, an Etch-a-sketch sim and a keymap program.

## SPECIALS









## GAMES

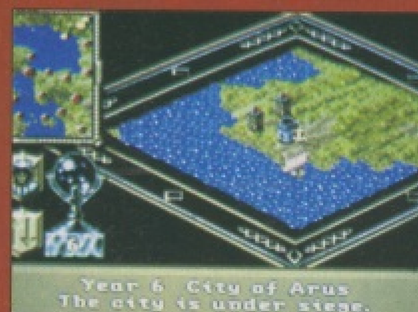


## TECHNICAL



## COMPETITIONS








**Half nelsons and havoc in Ocean software's beer belly brawl**

## REVIEWS

A blinder of an issue, with more great games than you can wave a dirty stick at. *Realms* puts in an impressive performance, while *Airbus* ascends to new heights in civil aviation simulation. Meanwhile, *Space Gun*, *Tip Off* and *Knightmare* are jostling for the coveted Christmas number one slot.

# BUZZ

Meet the CU crew at the 16-bit Computer Show. . . World's best pinball sim from 21st Century? . . . Commodore and Japanese in CDTV venture. . . New easy Amos to be released. . . Robocop 3 is pirate-proof. . . New compatibilty add-on

## IT'S SHOW TIME

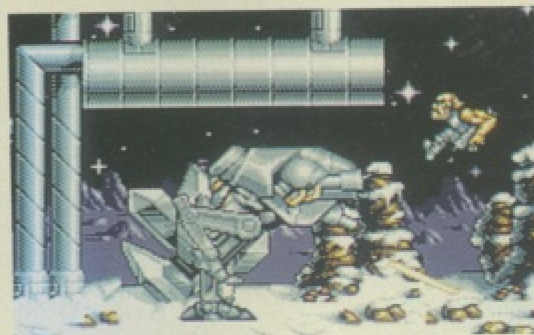


The fifth International 16-Bit Computer Show will take place at the Wembley Exhibition Centre between the 14th and 16th of February, 1992. All aspects of the Amiga will be covered, including business, education, DTP and, of course, entertainment. If the attendance at the recent Earls Court Show is anything to go by tickets should be booked early and all enquiries can be directed towards Westminster Exhibitions Ltd, Surrey House, 34 Eden Street KT1 1ER. Tel: 081 549 3444. CU Amiga will have a stand at the show, so if you want to have a chat, shows us some of your work or discuss the magazine, please drop by and say hello.









## THREE FROM ONE

21st Century Entertainment have three interesting products in the pipe line. *Rubicon*, a fast action shoot 'em up, boasts some absorbing game-play and equally attractive graphics, whilst *Deliverance* follows on from the success of *Cybernoid* and *Stormlord*. Having undergone a complete redesign for the 16-bit version, 21st Century hope to provide an exciting mixture of *Barbarian*-style hack'n'slash and arcade-style 'monster' graphics. Console-style gaming coupled with platform action make this a promising project. Perhaps the most exciting is their proposed Pinball game. Although in its early stages, the finished product will incorporate all the features you'd expect to find on one of the more conventional arcade machines. There should also be a facility that will allow you to create your own table – now that would be something!

## EAST MEETS WEST



Commodore have announced a link-up with two top Japanese companies in a bid to promote the emerging CDTV. The main players are Mitsui and Co and the Dai-Nippon Printing Company, one of Japan's largest industrial combines. The consortium will develop new titles, including top motion picture licenses. More than 100 CDTV titles are already on sale with more titles lined up for the new year.

## COMPATABILITY SOLVED!

**Amiga 500 Plus readers fed up with incompatibility problems can rest easy. Centresoft have developed a 500 Plus ROM chip which makes all your lovely software that wouldn't load, loadable again, and all for only £29.99. Also available is the Addxtra, which includes a new 1 Meg upgrade which, when used in conjunction with half Meg Amigas, will increase memory to 2 Megs for only £59.99.**

## SIX OF THE BEST

The first games exclusively for the CDTV are now beginning to appear. On-Line have six titles about to hit the softshops including *Animals in Motion* (a study of Disneyesque-type images), *Chaos in Andromeda* (a fantasy RPG utilising tons of digitised animations sound effects and music set inside a blazing space carrier), *Hound of the Baskervilles* (pit your wits against the famous Sherlock Holmes.), *Psycho Killer* (an interactive TV experience, filmed with real actors and digitised), *Women in Motion* and *Town With No Name* (a cartoon Wild West adventure in five languages). Watch for them in the new year.

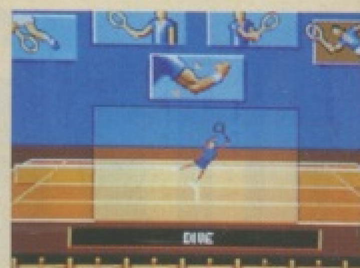





## SHOW TALK

**The World of Commodore Show, held at Earls Court in November, received a record attendance of 35,790 visitors. The show was reported as being the biggest computer show ever held in Britain with three times the floor space of last year's event. Plans are already afoot to make next year's show even bigger and better – and you can bet that CU will be there in force.**

**ADVANTAGE TENNIS** Infrogrames have a tasty looking tennis game waiting for release. As you'd expect, the game is bursting with options and tournaments with the usual choice of venues and playing surfaces, but what makes this tennis game different is the use of what look like pipe-cleaner sprites. Don't be put off, though, because the animation that's gone into the players is phenomenal. If you can picture the character from *Prince of Persia* in a Fred Perry shirt and shorts you'd be pretty close. A whole arsenal of shots are available including a special through-the-legs shot. Be warned, however, as your player is sometimes prone to throw a tantrum or two.



**CHAMPIONS** There are sporting games everywhere this month and Krisalis have decided to add their own contribution to the Festive hamper. *Champions* is a three game compilation including the recent *Jahangir Khan World Championship Squash* game, the original *Manchester United* football game and *World Championship Boxing Manager* which received a CU Screen Star when first released. If you've been clever and have kept up to date with these releases in our magazine, you'll be able to make your own mind up, but as far as we're concerned the boxed set looks like being a winner.



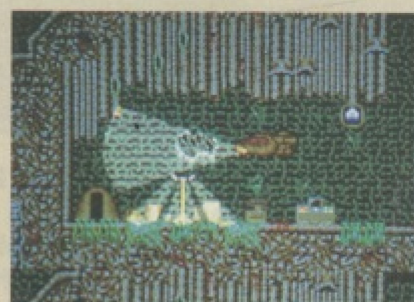
**GREAT NAPOLEONIC BATTLES** Strategy specialists, Impressions, are to release a game set during the Napoleonic Wars. Scenarios include the battle of Waterloo (which ended Napoleon's career), Quatre Bras/Ligny and Bonaparte's first great victory at Marengo. The title also includes a map editor, man editor and war editor so that the game can be customised to your own needs.



**CAVITAS** Nite Time Games are set to release their first game in January. *Cavitas* is a six-level shoot 'em up adventure set deep beneath a planet's surface. Stumbling across signs of an ancient civilisation, in the form of some abandoned mining machinery, it's up to you to explore the deep and cavernous underground caverns. Your team of hand-picked men encounter all kinds of beasts and can easily get lost in the maze-like passageways which require a subtle blend of puzzle- solving and brute force to circumvent.



**BLACK CRYPT** More RPG escapades are on their way from Electronic Arts in the form of their new game, *Black Crypt*. The programmers behind the fantasy adventure want us to think of it as more of a dungeon simulator that'll give a player the impression of walking through a multi-level dungeon. All combat is animated on-screen as are all the spells and actions of your character. The usual assortment of tricks and traps are incorporated plus a novel twist that allows the monsters to learn certain spells and give you a taste of your own medicine. The visual aspects of the game are very detailed and this could be a contender for the RPG crown.



BUZZ

# SEE MORE OF SEYMORE

Code Masters' very own super hero, Seymore, is back in another platform arcade adventure featuring huge cartoon graphics and animation. *Super Seymore Saves the Planet* is an environmental epic that wreaks of chemical misuse. Equipped with a host of super power-ups, Seymore must combat the toxic waste that ails the Earth and clear up the mess. The game promises to have loads of levels and be equally as much fun.



# STRIDE ON



Programming team, Tiertex, have turned away from the *Strider* series to concentrate on Grandslam's new game, *Die Hard 2 - Die Harder*. The computer version of the hit film will be loosely based on the movie and include *Operation Wolf*-type shoot 'em up sections and arcade romps. Set over five levels, the action takes in snow mobile chases and dog-fights in the sky. Each level is separated by mind-bending sub-games and the finished game should be available as you read this.

# LANGUAGE LINK-UP

**Microdeal are already jumping onto the CD bandwagon with the release of a language-based learning program for French students starring everyone's favourite Gallic warrior, Asterix. Developed by Eurotalk, the program exploits the Amiga CDTV's amazing audio capabilities with over 30 hours of French study and more than 60 minutes of spoken French. There are 30 characters to meet in the cartoon environment and over 400 cartoon drawings in full colour. The system can also be linked up to *Voice Master*, enabling you to listen to one of 70 sentences selected from the story as well as the facility to record your spoken French.**

# OFFICIAL WORLD CUP CRICKET

The New Year will be a hive of activity for sports fans. Not only will the European Football Championships be gearing up, but the Cricket World Cup will be batting off, too. So what better time for Soundware International to put out their cricket game? Every aspect of willow beating is included and you can choose to represent one of nine world class sides. One of the hardest things to simulate in cricketing games is bowling, but in this version you can achieve anything from a Daisy Cutter to a Yorker. The game is for one or two players with any controversial judgements strictly controlled by the umpire, so dodgy appeals for LBW will fall on deaf ears. How the game will fair against Audiogenic's Graham Gooch license is anybody's guess, so watch out for reviews of both games next month.



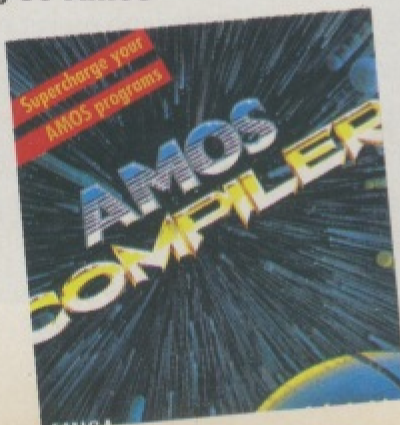
# SOMETHING FOR NOTHING

If anyone's having problems finding educational software, Rickitt Educational Media operate an efficient mail-order business specialising in just such a service. The programs are suitable for preschool learners as well as students studying for GCSE. All programs are a fun mixture of graphics and sound and specific packages conform to the National Curriculum Key Stages 1 and 2. Rickitt are offering all our readers their new catalogue for free if you contact them at: R.E.M. Ilton Ilminster, Somerset, TA19 9HS Telephone (0460) 57152.



# AMUST

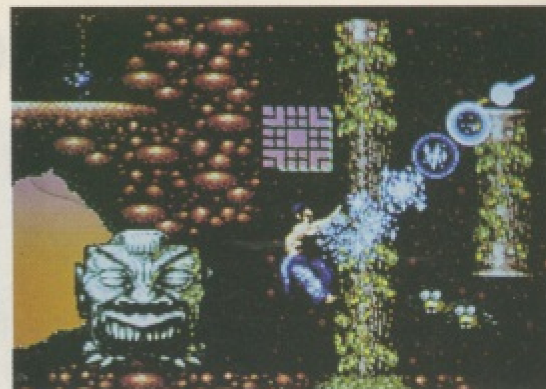
**Following hard on the heels of top programming package, *Amos*, comes the beginner's version Easy Amos. The new product consists of 350 *Amos* commands being given by, of all things, a Martian professor. He provides useful hints and help, so *Amos* can be as easy and fun as possible. Older programers, who happen to be beginners too might not find the prof to their liking, but for those with absolutely no prior knowledge it might be worth bearing with the youthful approach.**



# BUZZ

## SOFT OPTION

Mev Dinc, still basking in the brilliant reviews for his *First Samurai* beat 'em up, is currently working on his next project for Mirrorsoft. It's rumoured to be a *Super Sprint*-style game offering more tracks and cars than Gremlin's ultra-slick *Super Cars*. More news as we get it.



## PROJECT PROJET

Citizen have added another printer to their ever expanding range. The PROjet has three print speeds, with the fastest being 360 cps, and three resident fonts: Courier, Times Nordic and Letter Gothic. The machine is capable of landscape and portrait printing and features an easy-to-use control panel. The basic printer weighs in at £496, but with accessories the totasl cost could be over £700.

## NEW AMIGA

**It's rumoured that Commodore are planning an extension to their Amiga range of computers in an attempt to tackle the console market. High on the list of possibilities is the A300, which would incorporate some very special new innards and a reduced keyboard. The A300 would probably retail at between £250 and £300 pounds and could spark a frantic new round of price cuts across the board. From Switzerland, there's also unconfirmed rumours of an A4000 and we'll bring you more news as and when Commodore release it.**

## CHIPS AHOY!

Further to our story last month concerning Ocean's new pirate-beating software protection system, we can now reveal that the device, known to many as the 'dongle', will be shipped out with every version of *Robocop 3*. The key plugs directly into a joystick port and without it the game will not run. The 'dongle' is basically a PCB with a chip. Games can be copied as normal, but all copies will have to run with the extra device plugged into the back of the Amiga. However, this news is not only bad for pirates, but responsible gamers, too. Unless something else can be done to replace the used up 2nd port it could spell the end for simultaneous two-player games forever. Also, if this system is taken up by other software houses every single 'dongle' will have to be different for each new game released and someone, somewhere, will have to foot the bill. And we all know who that'll be, don't we punters! The companies have always maintained that the main reason for exorbitant prices has been due to the losses made from pirating. With piracy defeated, will prices now start to come down? We can only wait and see.






## SENSIBLE CHOICE

Mirrorsoft are continuing their productive relationship with Sensible Software, and have just announced that four more titles are currently in the works from the Cambridge-based development team. As well as a datadisk and sequel for the highly-acclaimed *Mega-lo-Mania*,




Sensible are currently working on a footy game and *Cannon Fodder*, a strategy war sim.

## ENTER THE PD ZONE

As we were going to press, one of our eagle-eyed hacks noticed that we'd forgotten to give a number of addresses in our Demos section. Herewith the missing details: Diskovery PD, 108, The Avenue, Clayton, Bradford, BD14 6SJ; Rubber Radish, Bardfield, Bourne Lane, Hook Norton, Banbury, Oxon, OX15 5PF; Ground Zero, 4 Chandos Road, Redland, Bristol, BS6 6TE; CLS, Denbigh House, Denbigh Road, Bletchley, Milton Keynes, MK1 1YP. Good guys all. Sorry about that, folks.




## CUBULUS

Allegations have been made that *Cubulus*, which was on our October issue coverdisk, is not a Public Domain product at all. Despite the fact that documentary evidence of copyright has not been provided, CU Amiga advises all PD houses to refrain from advertising, selling or renting the product until the matter is cleared.

# Get shirty with CU

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Latest Amigas now selling have been updated with Kickstart 2. They have 1 meg RAM built in. Games which are not compatible are marked (NOP).

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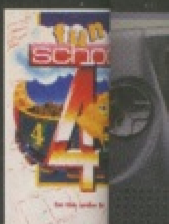
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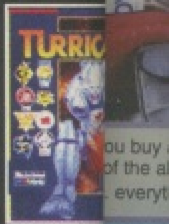
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## ON YOUR DISKS

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THE GAMES DISK

## SPACE GUN




Step into the combat boots of an intergalactic Marine on the mission of a lifetime. A signal has been received from a colonised base regarding an invasion by a race of hostile creatures, but since this was received nothing more has been heard. Thus, equipped with the latest in weaponry, you have been sent to investigate and destroy any hostile forces.



Our *Space Gun* demo features a complete level from Ocean's conversion of the Taito coin-op, and gives a taste of what to expect in the final version. The game is a variant on the *Operation Thunderbolt* theme, with the base's many corridors twisting and turning as you make your way through the base. The mouse is used to control the game, with the left button sending a stream of fire into the screen. The hostilities begin as soon as the Aliens start appearing, and these must be blown apart before they can reach you. Whenever an Alien gets too close, scratch or bite marks will appear on the screen, indicating that you have taken a hit and your energy will be depleted slightly as a result.







As the play area is scrolled, care must be taken not to hit any of the colonists who make a break for cover, as killing these unfortunates results in a premature ending to your mission. However, to make your unenviable bug hunt a little easier, packing crates often contain extra supplies for your gun, including fire-bombs, freeze grenades, and smart bombs, which are stored for later use. The left Amiga key is used to switch between the stored weapons, with the on-screen target changing to indicate which is currently in use. So, get ready for battle...

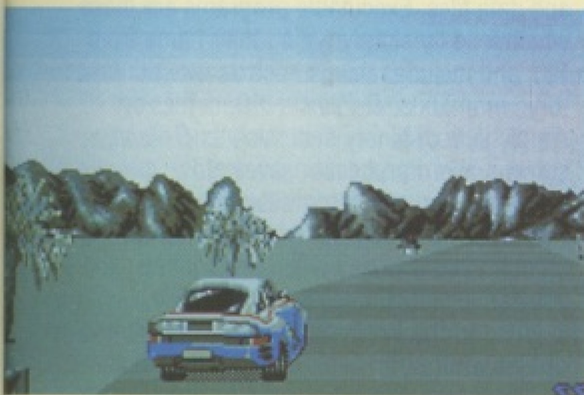
NB: Due to the complexity of the demo, leave the disk in the drive for further accessing.

## BIG RUN

All the thrills of Jaleco's coin-op are brought to your Amiga, courtesy of Storm, and we've got an exclusive peek of what to expect. The *Big Run* coin-op features several levels of hot

race action, with the player guiding their car across a series of torturous routes in a desperate race against the clock. The scene is the Paris-Dakar Rally, with the player coming up against all kinds of adverse conditions as they speed towards each check point.

Our demo contains a section of the desert level, but the basic aim remains the same. The joystick is used to control the car, with the left and right controls steering the vehicle, with the fire button flooring the accelerator. As progress is made, the road will start to wind to the left and right, and leaving the lighter trail will slow your progress considerably. In addition, contact with any roadside objects should be avoided at all costs, as should the speed-reducing water which occasionally spills over into your path.









Please note that, due to the size of the demo, we have been unable to squeeze any sound into the *Big Run* demo, but the final version will feature a storming soundtrack and suitably loud sound effects. Until then, though, you'll have to put some suitably racy music on in the background!

## IF YOUR DISK WON'T LOAD?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 a nd 12:30 during weekdays and can be reached on: (0443) 693233 Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

24 25

D I S K 2 4

## REAL THINGS DEMO

On our second packed disk, we've got a wonderful demo from RGB Studios' new *Real Things* collection.

By pressing F1 you can see a sample animation taken from the *Safari* collection. This demo has been saved in the Anim. format so you can easily load it into *D-Paint III* or *IV* and adapt it for your own use. At the top left of the animation the current frame number flashes past as each of the ten frames are played. If you want to incorporate the animation into your own creations, you'll first have to convert it into an anim.brush:

1. Load D-Paint and select Load from the Anim menu.
2. Insert the coverdisk and select the file called Zebra.anim, then click on OK to load the animation.
3. Once the animation has loaded, select Pick Up from the Anim Brush sub-menu.
4. Draw an outline around the Zebra starting from the top left hand corner and extending to the bottom right of the screen.

You've now defined the anim.brush, so save it for future use via the Save option of the Anim Brush menu.

To demonstrate how powerful these anim.brushes can be, we'll create a 100 frame animation in which the zebra appears to canter into the distance:

1. Start by deleting the zebra animation that you've just loaded, then go to the Anim menu and select Frames/Set #. When the requester appears type in 100 and press return.
2. Now load the anim.brush that you created earlier via the Anim/Anim Brush menu.
3. Position the anim.brush at the right-hand edge of the screen so that the zebra's snout is just touching the border, then press the left mouse button once to paint it onto the screen.
4. Select the Move requester from the Anim menu and set the X-Distance to 1000, and the Z-distance to -2000.
5. Ensure that Count is set to 100, the play direction is forward, and that the method is set to Draw (the ball with an arrow pointing to it).
6. Select Draw and the computer will automatically animate the zebra.

There are two ways to add a background picture: you can either load one before you set the number of frames or draw one on the spare screen (accessed by pressing 'J', then picking the picture up as a brush and defining it as a fill pattern).

Incidentally, you'll notice that the zebra only uses eight colours from a possible palette of sixteen. This allows you to use the other colours for your own use. To make things easier still, the colours used by the zebra are all adjacent to each other in the palette.

If you require more than sixteen colours, set the required number from the Project/Screen Format menu before you begin creating an animation. When you've

## LOADING YOUR DISKS

**Both disks boot automatically from the internal drive. Disk 20 starts with a tune and a pic, followed by the menu screen. When it's loaded, kill the tune by pressing the right mouse button then press the function key of your choice to load a program. To load Disk 21's programs just use the function keys.**



loaded the anim.brush select 'Project/Colours/From Brush' and the brush colours will be combined with your new palette.

As you can see, *Real Things* are incredibly versatile, and can help create impressive wild life animations. The zebra included here is just one of eleven different animals lovingly reproduced across eighteen animations on the Safari disks. Read the full review of *Real Things Safari* and *Sea Life* on page 163 for further details.

## SCREEN OF THE MONTH

This month's winner hails from Sweden. Mikael Raim's superb 32-colour lo-res picture is appropriately titled, 'Dawn of the Gargoyle'. It's just one of several excellent illustrations Mikael sent us and for his efforts a one-year subscription is winging its way to him.

## TUNE OF THE MONTH

Nico Arianoutsos of Spain has come up with a truly inspirational tune. His seven minute masterpiece demonstrates that although sampled beats can enhance the sound of a tune, it's perfectly possible to create professional drum and melody tracks using single instruments. One of the most creative tunes we've heard in a while. Well done, Nico.

### TUNING INTO SUCCESS

**For those of you thinking about entering a copmposition for out Tune of the Month spot, here are some simple guidelines to help increase your chances of winning:**

**1. Try to keep tunes below 100k in size.**

**2. Only tunes submitted as modules will be considered.**

**3. If you're going to use an obscure music package, please include the module player as well as your tune.**

**4. Don't try putting clever loaders on your disks. I load everything into a single module player when judging the tunes, and non-Dos disks get ignored straight away.**

**5. Let's have some entries which aren't house or acid music. What about classical or good ol' Rock 'n' Roll?**

**6. Don't rename all of your instruments so that they spell out messages or addresses etc. I like to know what you're working with so that I can assess how well you've done.**

**Also, please write your name and address in capitals on each disk. You'd be surprised at how many people forget to do such a simple thing.**

## POWERPACKER 2.3B

When disk space is tight, *Powerpacker* helps squeeze on those few extra bytes of information. It performs special compression algorithms on any files, and can reduce their size by up to 50%. There are full documents on the disk, but here's a few tips to get you started:

*Powerpacker* is capable of compressing two types of file: executable/ runnable programs and data files. Executable programs are those which load by simply typing their name from CLI, and includes things such as most C directory commands, *D-Paint* etc. Data files are simply lists of binary data such as *D-Paint* screens, word processor saves etc.

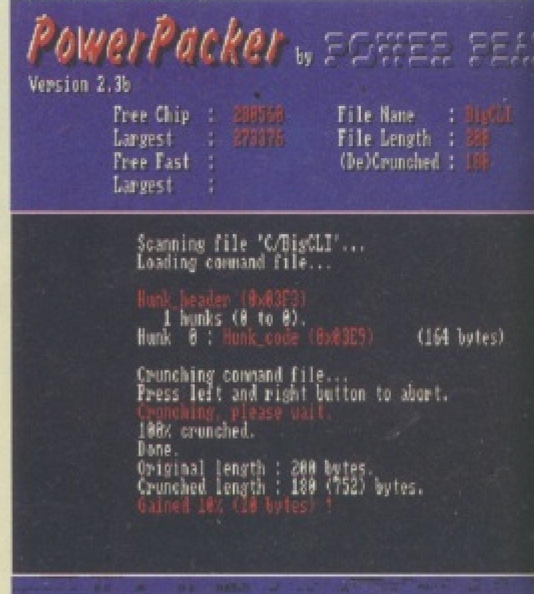
Before you can compress a file you must tell *Powerpacker* which type you're trying to crunch. This is done via the Prefs menu, where you can specify Command or Data File.

Also in the Prefs menu is the Efficiency option where you can specify how much compression *Powerpacker* attempts to generate. Although Best results in the highest compression rates, it also takes the longest time to perform.

For most purposes, this is all you'll need to know. Just load a file and it will automatically be compressed. When it's finished processing a file, *Powerpacker* states how much compression it's achieved. If you're satisfied, you can save the file, which automatically has the characters .pp added to the end of the file name.

*Powerpacker* can also be used for decompressing files which have already been processed previously. Many of the menu options will be of little interest to casual users, but they are fully explained in the documents which can be accessed via the Cover disk docs menu (F9).





## LONGSAMPLE

This easy to use program enables the user to create an auto-booting disk, complete with two-colour intro picture, which plays consecutive samples straight from disk. Furthermore, it plays them so quickly after each other, that they can appear to be one continuous tune if they're sampled carefully enough.

All you need is a selection of samples, a blank, formatted disk and a two-colour intro screen (lo-res). Once *Longsample* has loaded, select 'Write Boot/Own Boot' from the Disk menu. At the file-name prompt type LSBoot and press return. After a few moments the boot will have loaded and you'll be prompted to insert your blank disk. If you've correctly followed the on-screen prompts, the boot will be installed on your disk.

Select 'Write Graphics' from the Disk menu. This will write the picture to your sample disk.

All that remains is to add the samples themselves, which is done by selecting 'Write Samples' from the Disk menu. This time you'll be prompted to enter the name of a sample, which will be loaded into memory. The computer will continue to request sample names until it has enough to write to the disk. This may take some time so be prepared! Once it has enough samples, it'll request your demo disk to write the samples onto. If there's still space left on the disk, it may return to the sample loading stage, where you'll be prompted for yet more sample names until the disk is full.

Once all of the samples are on the disk, it's ready. Just reset your Amiga, insert the disk and it should play all of the samples for you. Incidentally, *Longsample* can only handle samples which are tuned to middle C, or have a period of 428. Read the documentation for more details.

## CRYPTATOR

If you have ambitions to be a spy, or simply have data which you need to keep from prying eyes, *Cryptator*'s for you. It encrypts any file you care to give it, in such a way that it can only be decoded using the password that you define.

It's simplicity itself to use: type C then Return to code a file. At the prompts enter the name of the file to encrypt, the code word to use, and the name that you want the file saved under. *Cryptator* will do the rest. To decode a file, you follow exactly the same procedure. *Cryptator* automatically detects if a file is encrypted or not.

## RETCHA-SKETCH

This just-for-fun program takes you back to the days when loon pants were all the rage, you could still win a Gonk at the fair and everyone owned an Etch-a-sketch board.

This tribute to those heady bygone days faithfully reproduces the Etch-a-sketch machine which was so popular. Simply press fire to begin, then, using the joystick, draw to your heart's content. It may seem primitive, but it's ideal for younger children and, don't forget, you're reliving history! Incidentally, once the screen becomes too messy, pressing fire will clean it up for you. You don't have to shake the monitor!

## KEYMAP ED

Some time ago a utility called *Setkey* was released which allowed the user to define their own keymaps for use in menus or programs. Unfortunately, the program had one major bug which defeated a lot of users. *Keymap* is an updated program which performs the same function, minus the bugs!

As you load up, a requester appears which offers the user the opportunity to load a keymap. If you select GB, you'll have the opportunity to see the keymap used for the Coverdisk menu. Once it's loaded, you'll be presented with a picture representing the keyboard. If you're using a European Amiga, you should immediately set the keyboard to reflect this via the Layout menu.

By clicking on the F1 key on the screen, a box appears showing the current definitions for that key. Under the section headed 'Alone' you'll see the following: cls\rppanim\x20zebra.anim\r This is the command sequence used to load and animate the *Real Things* Zebra. If you were to type the same command from CLI it would look like this: CLS <return> ppanim Zebra.anim <return>

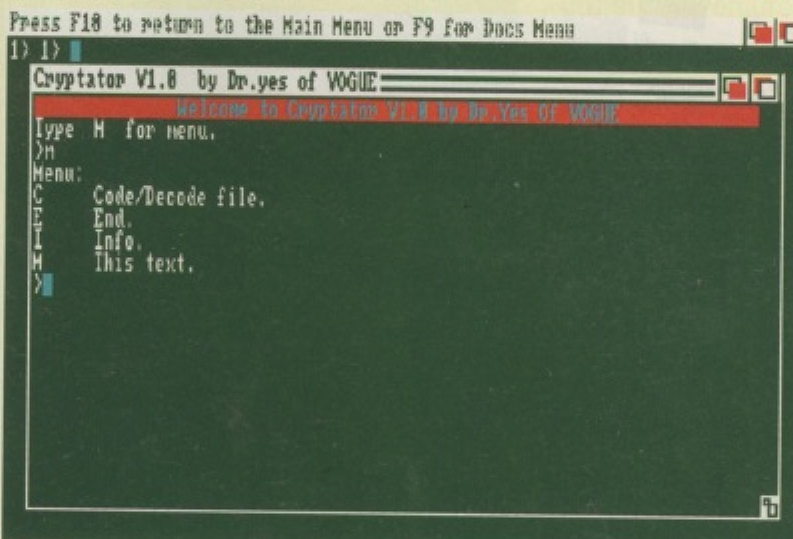
Two special character sequences are used in the key definition; \r which is equivalent to pressing return, and \x20 which is equivilent to pressing space.

Once a keymap is defined, it should be saved in the Devs/Keymaps directory from where it can be activated with the command setmap xxx. (xxx is the name given to the keymap). There are full documents on the disk, and you're advised to read them before you attempt to create too many keymaps.

## FONTS

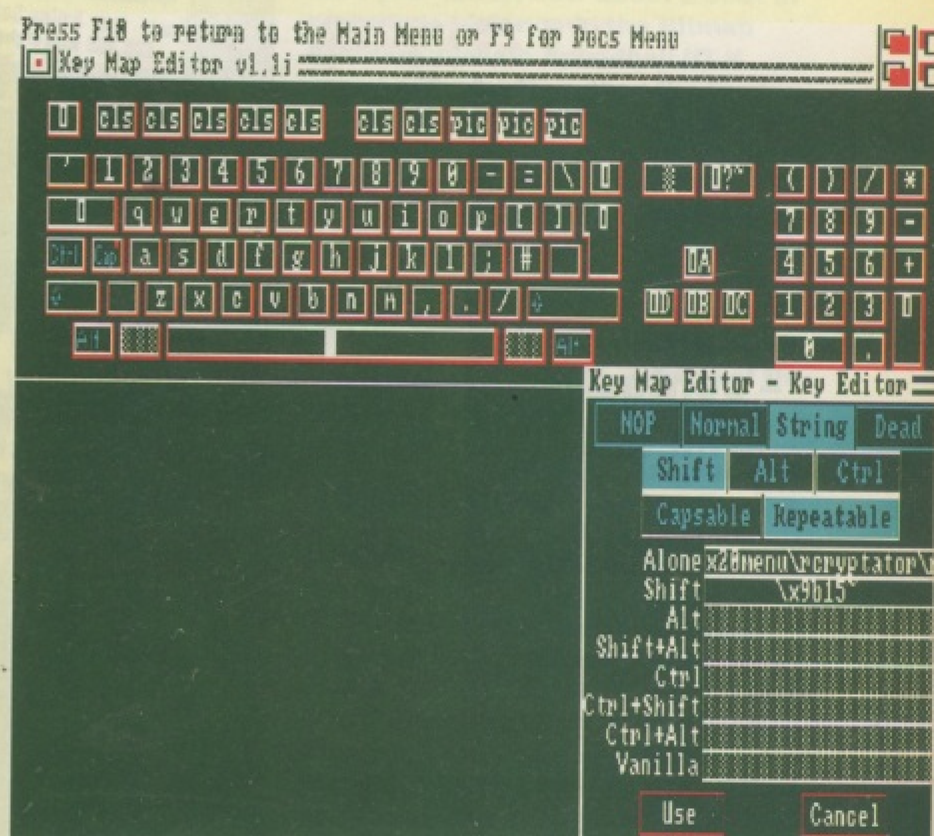
The final tools on the disk are twelve superb fonts which can be used with any graphics package.

They're located in the Fonts directory, and can be accessed directly with *D-Paint III* and *IV*. If your art package doesn't allow you to load additional fonts, simply go into CLI before you load your package and type Assign Fonts: CU241:Fonts. When you proceed to load the package, it should automatically request the CU coverdisk for all of its fonts.




With the *Cryptator* you can encode messages so that only you can read them! Once encrypted, messages can only be decoded using the password that you've defined.



# YOU'VE SC
# SO YOU'V

**Last month's scratchcard promotion was our most popular competition ever, so here, for the benefit of our overseas readers and anyone patient enough to contain their excitement for a month, are the details of what was on the end of our immensely popular phone lines.**

**071 251 6222**
**– congratulations, you've just won a CDTV!**

**0839 500 850**
**– contacting this line means that you've won one of 200 free games!**

**0839 500 851 or 0839 500 852**
**– you've won up to a £20 discount on a Mirrorsoft game!**

## CDTV WINNERS

Congratulations! You've just won a fabulous CDTV! You can make yourself the envy of all your friends simply by filling in the correct part of the scrtatchcard and then posting it off to: The Editor, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please note that we need your scratchcard in our hands as proof that you've won – so don't forget to send it via recorded delivery.

## MASSIVE DISCOUNTS

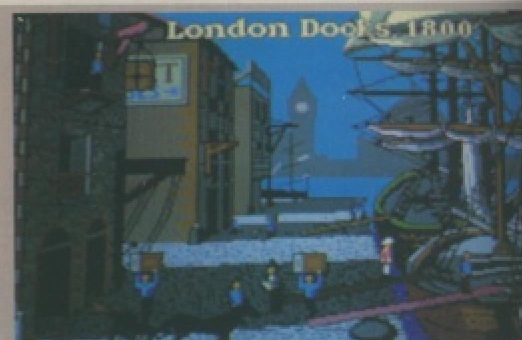
0839 500851
OR 0839 500852
By the way, if you've forgotten what the games on offer were, here's a recap:

**FALCON**
(full-price £29.99, £9.99 to readers)
Take to the skies with this award-winning flight sim.

**DUNGEON MASTER**
(full-price £29.99, £9.99 to readers)
The original, the classic, the all-time greatest RPG. If you haven't played this game, you haven't lived!

**IT CAME FROM THE DESERT**
(full-price £29.99, £9.99 to readers)
Cinemaware's B-movie inspired arcade adventure – highly original and a deserved winner its CU Amiga Superstar.





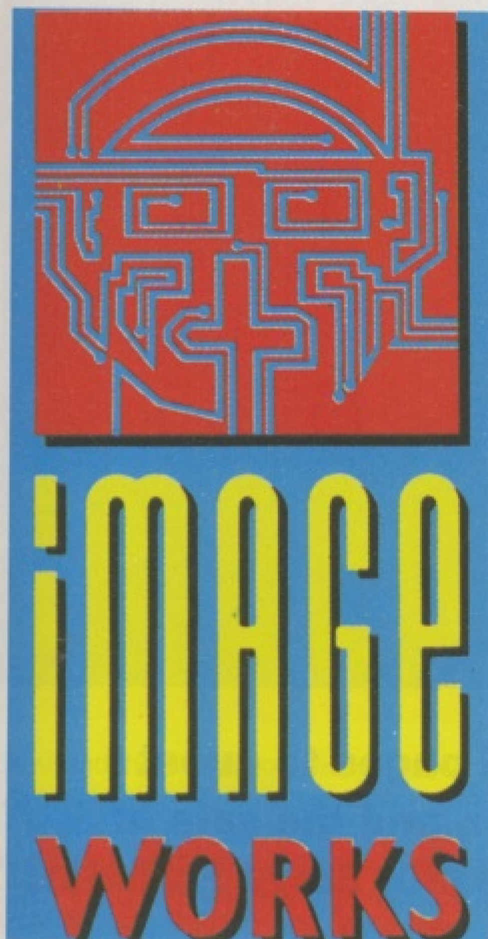








# CRATCHED, U'VE WON...




**WOLFPACK**
(full-price £29.99, £9.99 to readers)
Full astern for this strategically sophisticated tale of World War Two maritime convoys.

**SPEEDBALL 2**
(full-price £25.99, £9.99 to readers)
The violent, graphically stunning future-sport game from the Bitmap Brothers.

**CADAVER**
((full-price £25.99, £9.99 to readers)
Also from the Bitmap stable, there's hours and hours of puzzles and intrigue in this lavish, isometric adventure.

**BACK TO THE FUTURE 3**
(full-price £25.99, £9.99 to readers)
The best of the *Back To* licences which closely follows the film's plot!

**DOUBLE DOUBLE BILL**
(full-price £35.99, £9.99 to readers).
The fabulous quartet: *Wings, Lords Of The Rising Sun, TV Sports Football* and *TV Sports Basketball.* Marvellous games at a marvellous price.

**PREDATOR 2**
(full-price £25.99, £9.99 to readers)
It's all systems go in down-town LA, as the hero meets the state-of-the-art in killing machines.

**BRAT**
(full-price £25.99, £4.99 to readers)
He's bold, he's brash, he's baaad. . . but take command of the baby boy as he wreaks havoc and guzzles his way round this amusing romp.

**CHAMPION OF THE RAJ**
(full-price £25.99, £4.99 to readers)
Carry on up the Khyber with this lush, graphic adventure with a distinct eastern flavour.

**All you have to do to claim your massive discount is select one or more of the games from the above list, and simply send your order along with a cheque or postal order for the correct total made payable to Mirrorsoft to their usual address at: Mirrorsoft Scratchcard Discount Offer, Mirrorsoft, Irwin House, 118 Southwark Street, London, SE1 0SW. You can order as many of the listed games as you wish, but please make sure that you send your scratchcard – complete with your name and address – along with your cheque as proof of entry. Also, please don't send cash as we cannot be accountable for any lost in the post.**

## 200 FREE GAMES – 0839 50085

**Congratulations! You're the lucky winner of one of two hundred free Mirrorsoft games. Simply by ringing this number, a free game is yours, and here's how to get it. Put your name and address on the back of your scratchcard, along with the name of your chosen freebie, and send it to: Mirrorsoft Scratchcard Discount Offer, Mirrorsoft, Irwin House, 118 Southwark Street, London, SE1 0SW. However, before you can do that, here's the games that are awaiting you. First of all, there's the brilliant *Double Double Bill* compilation, featuring Cinemaware's greats, including *TV Sports Football, Lords Of The Rising Sun, Wings,* and *TV Sports Basketball* – just the thing for those long winter nights! If that doesn't take your fancy, how about a bout of gratuitous violence in the Bitmap Brothers' classic *Speedball II*? If you're a bargain fan, then the final two offers will suit you down to the ground. Hot from the Mirror Image collection, you can choose TWO games rather than one, and your selections can be either the pairing of the two space operas *Federation Of Free Traders* and *Starglider II*, or the duo of the original *Speedball* and *TV Sports Football.***



**So, once you've taken your pick from that little lot, just jot your choice onto the scratchcard and send it to the aforementioned Mirrorsoft address. Then camp out by your letter box and await the arrival of your free game courtesy of Mirrorsoft and CU Amiga – THE magazine for the discerning Amiga user.**

# BRIGHTE



**It's not often that CU Amiga gives its dearly beloved pages to guest writers – but what better way to see in the New Year, and the sale of 80, 000 new Amigas than an address by Commodore MD, Steve Franklin?**

"Christmas may well be over for another year, but there is one more celebration left before the new year takes hold. One more celebration, that is, for Amiga owners as their numbers pass the one million mark in the UK, and 1992 is set to be a magical year for the Amiga. Most of this magic will stem from hard work which went into last year, which saw major landmarks established: the launch of the Amiga CD-TV, the new Amiga 500P, and the Amiga's unquestioned dominance of the home computer market.

The most tangible proof of this dominance lies with the Christmas poll of fifty top independent computer retailers. When asked what they thought would be the biggest selling computer this Christmas, an astonishing 96% replied in favour of the Amiga - the remaining 4% plumped for the C64. All this success means more choice for Amiga owners, more software, peripherals, sales outlets, and innovation. Already established as the first choice for publishers, Amiga titles will continue to be brought to market first, benefiting from development on and for the Amiga. These developments will then be passed on - as witnessed by the introduction of the A500P in October last year. As the first major revision of the Operating System for three years, the speculation over incompatible software has proved totally unfounded.

All major software publishers endorse the new format, and have been developing software for the new machine for the past 18 months. In fact, the only people to have been 'less than impressed' with the new Amiga were those with stocks of delisted and old budget games on their hands. No compatibility problems exist with either current or future releases; indeed virtually all full-price software available now is fully supported - but if you have any doubts then check with your dealer first. The benefits of the new OS have been well-documented in magazines such as CU Amiga. In essence, the key benefits are in better display resolution and the improved productivity users can expect.

The reasons these issues are important lies in the way the Amiga is now used. Professionally, Amigas are pioneering the market for multimedia, and are becoming accepted as a high quality workstation, setting the standards for professional music and video production for some years to come. Clearly, the Amiga is not a toy. We're proud that it is universally heralded as the best games computer - but that's only where the story starts. Some PC analysts have long dismissed the Amiga - but now with Workbench 2.0, the Amiga stands favourably on its own against any other rival PC. Similarly, the strength of the Amiga in the home has a major role to play in education. Schools and colleges in Britain and around the world appreciate that the Amiga is the computer that is most commonly used in homes, and is the computer pupils and students most want to own.. In fact, the analysts who once

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dismissed the Amiga now recognise Commodore's contribution in providing the most effective multimedia platform available today. As the multimedia market takes shape it is clear that the Amiga will have a leading role to play. No other computer matches its capabilities – video, sound, graphics, photography, and database management are all placed at the fingertips of the user.

In developing applications and in using multimedia, the Amiga is at the forefront – position which was underlined when the CD-TV was launched to a packed and expectant audience in spring. Commodore have taken on the giants of electronics and won the battle to develop the world's first interactive multimedia player. Even for a company like Commodore, the CD-TV is radically new and exciting. Its potential exceeds any of our past innovations. With the PET in 1975, Commodore invented the PC, the VIC20 was the first colour home computer, and the C64 remains the world's most popular computer. The CD-TV, though, is something rather different.

It is different because it can touch and change all our lives - whenever and whatever you do. Learning becomes fun and entertainment takes on a new dimension - which is exactly what the Amiga first promised in 1985 when it was launched by Andy Warhol and Blondie's Debbie Harry. The CD-TV removes the limitations of the computer: a single CD offers the equivalent of over 700 floppy disks – enough information to hold the entire UK telephone directory. Imagine what the world's leading software developers are creating now the barrier of floppy disks has gone.

All this is with a player that lives quite comfortably under the television, and has a remote control with fewer buttons than the average TV set. What's more, this media is also to be available for all Amiga 500 owners with the A690 CD-ROM drive. Not only does the A690 transform the Amiga into the ultimate games platform, but it also transforms the way in which the technology can be used. Additionally, as a standard CD player, the CD-TV and the A690 not only play hifi quality music, but add graphics and other value. As record companies realise the medium can do both CD and G+CD, MIDI will become commonplace, and I believe that the CD-TV will become the musician's favourite - techniques, such as sampling will become much easier and MIDI In and Out lends itself to that marvellously.

This newly-launched system offers an amazing option for users to actually remove drums, guitars or keyboards from records so you can 'play along with the band'. This, and this and the ability to play games with CD-quality sound is an incredible achievement. With other areas, such as the Guinness Book Of Records and Trivial Pursuit greatly expanded for the CD medium, followed by another 200 titles - perhaps now you can see why 1992 will be a magical year for the Amiga.

**Many thanks to Steve for his personal opinions. Any comments should be posted to our letters page, Backchat. We will happily forward mail on to Commodore UK.**

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# THE BEST YEAR OF OUR LIVES

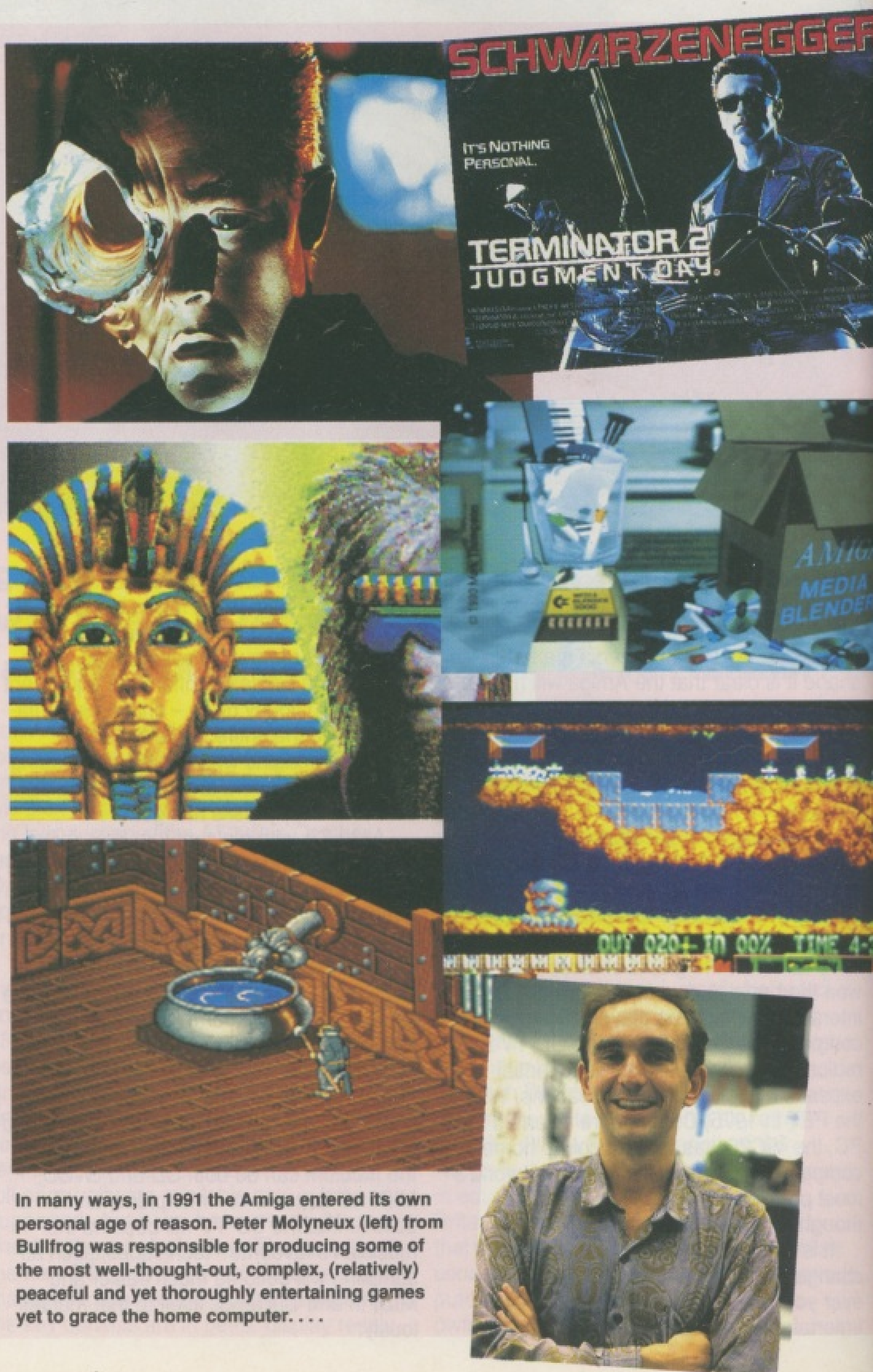
**1991 promised to be a great year. Twenty-four-bit colour, god-sims such as Mega-lo-Mania. . . it sometimes seemed we were spoiled rotten – but what was hot and what – indeed – was rot?**

**ALL ABOARD!** Tottenham won the F.A. Cup, Maggie Thatcher was booted out of number 10, Terry Waite was released after five years captivity and Ocean almost got *Epic* in the shops! Almost. All in all, things have never been better on the Amiga front with a consistent run of top class games and utilities filtering through every month. Anyone who saw last month's CU Amiga can testify to that as no less than 12 awards were given for excellence. But as we all know opinions vary and what's one mans meat is another man's suicidal software from hell. There are some things, however, that you just can't argue about...

**IN-SPEC-TION** If there's one thing that can be said for the Amiga in 1990, it's that it came into its own. After dithering with the ST in the mid-price bracket, it shook off Atari's competition by making the break everyone wanted it to do. By making 1Mb of memory a standard, Commodore pleased virtually everyone who has anything to do with the machines. Game and hardware manufacturers had more to play with, and as a result the machine moved up from its superior 16-bit position to the industry standard, with its technical and software support expanding across a wider range. As a result, the serious software scene has expanded ten-fold,with a number of high quality and sophisticated packages now available for virtually any application.

**ABOUT TIME TOO** At long last, seriously hot coders are writing some really creative stuff for the machine. The two worlds of music and graphics have been blessed with software that would convert the most dedicated IBM groupie over to the Amiga. The expanding Amiga user base has been the major catalyst for all this development, but technological advances have also brought the cost of it all down. A few years back even basic Genlocks would have cost about three times as much as they are now. In fact its in the area of Video and 'True-Colour' graphics that some of the most impressive changes have occurred. All this is good news for the Amiga's entry and position in the professional broadcast and video world. Amigas equipped with 24-bit colour cards are being used by TV stations in every country of the world, especially in the Third World and Middle East where their cost effectivness have fended off the competition from the Apple Mac and IBM video solutions.

**ON TV** On the domestic side, we have all seen Catch Phrase and the Chart Show's innovative use of real-time Amiga graphics. Also, the




In many ways, in 1991 the Amiga entered its own personal age of reason. Peter Molyneux (left) from Bullfrog was responsible for producing some of the most well-thought-out, complex, (relatively) peaceful and yet thoroughly entertaining games yet to grace the home computer. . . .

last year or so has seen a dramatic improvement in the music scene. The software has simply got better (especially within the busy Public Domain network) and will ensure that the Amiga will prove itself as the number one gadget for the musician, who hitherto may have used an ST. For anybody wishing to really get involved with some major stuff in the creative area of computing, the Amiga has never before offered such viability. Only a while back, an impressive graphical demonstration might have been a half meg Amiga and a copy of Jeff Minters *Trip A Tron* pumping out coloured pixels. Today, you can map a portrait of your Auntie Glenys on to an animated sphere whilst bouncing it around the screen over moving scenery composed of a million-and-one fractal polygons!

So you see, if you are new to all this Amiga stuff, then you haven't missed out. But you must be ready for the ride of a lifetime.







## PASS THE PORT-OVER...

On the whole, 1991 was quite a good year for Amiga game players, too, and the plague of games copied directly from the inferior Atari ST that made up the bulk of 1990's releases have now pretty much dried up, paving the way for games such as *Heimdall* and *Z-Out* which are written on the Amiga to make the most of the machine's many capabilities. However, there still seems to be a tendency to concentrate on the look of the game rather than the playability, and after a few breaks with this tradition in the shape of *M.U.D.S*, *Car-Vup* and *Rodland*, we seem to have got stuck in a fresh rut of film and coin-op licences again. Let's just hope that potentially hot licences as *The Addams Family* and *Batman II* aren't wasted. One of the most exciting prospects of the last year, though, was the release and announcement of several old classics from dead and buried computers making their Amiga debut. *Head Over Heels* was the perfect example of this, and there are still dozens of games resting in Ocean's, U.S. Gold's and assorted other software houses' back catalogues that are just ripe for plundering.

**SIM CITY** One of the most memorable games was *Speedball II* which, in our book, is the best thing to hail from development team, The Bitmaps Brothers' stable. It took the the first *Speedball* and expanded it in every conceivable area, yet didn't lose an ounce of its playability - in fact, it even expanded upon that, too. Next up, is another sports affair, too, with Archer Maclean's brilliant *Jimmy White's Snooker*. This is just so playable it's incredible. Shoot 'em up fans were kept happy, too,with three superb blasters, namely *SWIV*, *Turrican II* and *Z-Out*. The vertically-scrolling *SWIV* was the unofficial sequel to *Silkworm* and used the same load-as-you-go system for uninterrupted blasting. *Z-Out* was the super-fast follow-up to Rainbow Arts' *X-Out* and the German company also managed to improve the original *Turrican* for more alien-slaying mayhem. Originality, was another innovation we weren't used to seeing, but Psygnosis' *Lemmings* proved to be a worldwide hit combining cute graphics, an easy-to-use control system, and enough addictivity to keep even the most avid puzzle and strategy fans happy.

In all, '91 was quite a good year for games, even if we'd like to have seen just a few more exceptional examples. Nevertheless, the sheer number of Screenstars we carry each month is surely a good sign, even if it's been difficult to spot the new *Rainbow Island* or even *Kick Off 2*? Still, here's to your health, and there's always *Kick Off 3* to look forward to. And as for the so-called 'thinking games', such as *Populous 2* and *Eye of the Beholder*, that particular genre has had an amazing past year. . . .

## BUT SERIOUSLY...

### TECH ED, MAT BROOMFIELD REVIEWS HIS FAVOURITE PRODUCTS OF THE LAST YEAR.

**Colorburst: This graphics board finally brings true 24-bit graphics within the reach of non-millionaires! Costing £599, it's half the price of its nearest rivals. It's just a pity the software isn't better.**

**Octamed 2.0: A dream come true, at a mere tenner, *Octamed* is one of my all-time favourite pieces of software. Not only does it give the music programmer unparalleled power, it even works with MIDI.**

**Professional Page 2.0/2.1: A really powerful and easy to to use DTP package which lets anyone create professional results at home. Fun to use, and especially recommended.**

**Vista Pro: The most impressive fractal landscape program available, *Vista Pro* allows the importing of real digital elevation maps so that genuine landscapes can be modelled. The inclusion of automated animation and 24-bit colour support keeps this package head and shoulders above the rest.**

**A500P: Despite the compatibility furore, the A500P is the easiest way of getting a machine that runs Kickstart and Workbench 2.0. Although of little interest to gamers, the new interface enhances every other operation.**

**The Miracle: This great-sounding keyboard allows even the absolute novice to learn to play like a professional. With it's artificial intelligence, it can adapt the lessons to your own proficiency level. It's built-in MIDI capability means that it can be used as a professional instrument between lessons.**

**GVP Series 2 HD8 Hard Drive: Even amidst the multitude of Hard Drives released this year, the Series 2 stands well above the rest. Easy to use and install, it allows up to 8Mb of extra RAM to be added and runs so fast you'll expect to hear a sonic boom!**

**DPaint IV: Electronic Arts continued the *DPaint* saga with this HAM-supporting addition. As well as supporting HAM, though, it also gave the user a multitude of new fill types, a more flexible palette, and numerous new manipulation tools. Quite simply the ultimate in art packages.**

## WHO'S A CLEVER BOY, THEN?

**The last twelve months has seen massive advances in the realms of the 'thinking man's' game. With *Eye Of The Beholder*, *Knightmare* and *Populous II* attaining classic status almost immediately, why have these games suddenly taken off? 'Basically, it's because of their flexibility,' offers Bullfrog's head honcho, Peter Molyneux. 'Whereas in a shoot 'em up the player can only control one set of actions then decide whether they can make it to the next stage, in a game like *Utopia* or *Mega-Lo-Mania*, the game can exist without the player, offering a number of other play alternatives. This expanded game task can then offer the player challenges they may not expect,' he continues, 'and we used this concept as much as possible in *Populous II*. For instance, throughout *Populous II* the player can win using a number of ideas, whether they want to destroy their way to victory, or attain it relatively peacefully. It's almost certainly the open endings the game leaves that make them a success.'**

**Another argument is that these games offer far better value for the punter's money than coin-op licences or the latest game-of-the-film. 'Yes,' agrees Molyneux, 'when we put a game together, we want the person who's paying out the thirty quid to get good value for money. Personally, I think that games are bloody expensive but I can appreciate that the development costs behind each release can bump up the price. However, by cramming as much into our stuff as possible, we like to think that we make ours a worthy buy. It certainly beats adding another puzzle section just to boost the number of levels in it.'**

# 1992 THE FUTURE NOW

**The best is yet to come, however, and in 1992 we can continue to expect the very best in games, graphics, video, sound and peripherals. CU dusts down its crystal ball and makes a few predictions as to next year's big events. . .**

## SENSIBLE SOCCER - Mirrorsoft.

With *Wizkid* almost out the door, Sensible Software are set to return to the genre that they revolutionised back in 1988. After proving their diversity with the likes of *3D Tennis* for Palace and Mirrorsoft's *Mega-Lo-Mania*, Jon Hare and Chris Yates are now working on a Footy game which they hope will punt Anco's *Kick Off* into orbit.

The game uses the favoured overhead view, with the players kept deliberately tiny to optimise more animation frames for less memory. In addition, Jon and Chris have created an 'intelligent' control method, where players behave and shoot depending on their proximity to the ball. Also, a 'form' option has been included where a player's attributes are changed depending on how well they fared in past games. With other ideas, such as a transfer market still to be added, it'll be a while before Sensi complete the game for Mirrorsoft, but expect it within the first quarter of next year.



## THE PC THREAT

**MAT BROOMFIELD DEBATES THE EVER-PRESENT RIVALRY BETWEEN THE AMIGA AND THE MANY PCS ON THE MARKET.**

With the ST slowly breathing its last, the only real rival to the Amiga in 1992 is the ever-growing PC range. There are also several nasty stories of people perhaps abandoning the Amiga over the next year or so in favour of the PC - so is there anything to worry about? In all fairness, no. Whilst the PC is a very capable machine, before it can rival the Amiga in terms of graphical prowess and speed, it must be expanded by purchasing the relevant boards. Even then, the PCs can only keep up with the Amiga rather than surpass it. The main reason for the PC series' success is that IBM were quite simply there first. From this early beginnings, they went on to build up their present massive user-base which makes the Amiga's world-wide user-base of 3 million look a bit wee. However, since the Amiga only really started taking off last year, that's not as small as it may seem.

When you buy an Amiga, everything you need to get started is there. The sound and graphic boards are there, the processor is fast enough to handle the most troublesome of data, none of which can be said of the PC - not if you intend to stay in the same price range, that is. In addition, the Amiga's software support is rapidly becoming more adaptable and varied than the PC counterparts, with Commodore's machine moving into the business market with ease. Software also pushes the Amiga's hardware further than ever, with the new *Superjam* package a perfect example. This little package allows the user to use the Amiga's four channel sound with as many samples as their memory can handle - try doing that on the PC!

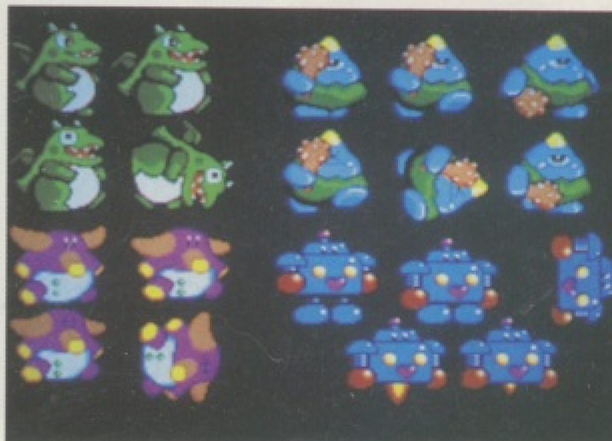


Basically, there is nothing to be worried about. Yes, both machines will be around in five years. But guess which one will have the most exciting software and hardware developments. I'll give you a clue: it begins with the letter 'A'...

## PARASOL STARS - OCEAN.

Converted from the PC Engine original, *Parasol Stars* sees the welcome return of those dungaree-clad heroes, Bub and Bob fresh from their adventures in *Bubble Bobble* and *Rainbow Islands*.

The game draws its title from the pairs' unusual weaponry. Whereas Rainbow Islands saw them throwing Rainbows all over the show, in *Parasol Stars* they are armed with tiny parasol umbrellas with which they can gather objects or nasties and lob them across the screen. For instance, by collecting five or more raindrops on their 'brollies', Bub or Bob will be armed with a massive drip which, when released, will kill everything in its path. The game is being devel-



# 1992
## THE FUTURE NOW

oped by Ocean's in-house team, and is currently over 60% complete, so expect further news within the next couple of issues.

### BOB
### - EA/BULLFROG.

Fresh from the success of *Populous II*, Bullfrog are currently working on another isometric affair called *Bob*. However, for those of you expecting another *Powermonger* or *Populous*, then you're in for a shock. Once again, Bullfrog are giving the player control over events within the game, but this time the emphasis is on the worlds of big business.

As one of a series of manufacturers of mind-co-ordinating silicon chips, you must ensure that you are the fastest-growing company, with continual new developments and ever-growing mar-



kets. There are two ways to do this: you can run your business properly, by head-hunting and developing; or you can play dirty and kidnap people's families to make them work for you, or send specially-bred mercenaries to steal the all-important blueprints. In all, Bob contains 115 countries, within which there are 32 towns, creating a massive play area in the process. There's still a lot to do before its hopeful Summer release, but *Bob* looks like another winner for Bullfrog and EA.

### PAPERBOY II
### - MINDSCAPE.

Atari's delivery boy won a legion of fans in his arcade debut and subsequent conversions, and *Paperboy II* takes the basic idea one step further. Whereas the first game limited our hero to a one-way scrolling play area, the sequel allows the player to choose one of three routes and make his deliveries along that.

Development is primarily on the Famicon at the moment, but the Amiga version is already looking up to the stan-




dard of the console version. Unlike the first game, newspaper subscribers now line both sides of the street, with the player tossing the papers either way. Failure to keep a set number of clients prematurely ends the game, as does the aforementioned loss of life, but if a round is pulled off then a bonus section awaits you. Keep this up for a week, and you'll be suitably rewarded. Expect a review of this much-awaited sequel some time in February.

## FUTURE TENSE...
### MAT BROOMFIELD LOOKS FORWARD TO AN EXCITING NEW YEAR...

**If one thing is almost certain this year, it's that Amiga-related prices are set to take a tumble. With Commodore currently working on more compact circuit boards, the price for further expansion boards and accelerator boards should fall as well, making the Amiga even better value for money. In addition, by the end of the year, I'd expect the CD-TV unit to be reduced to the £399 mark, especially with the imminent release of Commodore's dedicated CD-ROM drive. Other drives should start to appear soon, too, making them more affordable for the home user, and if the likes of Ocean and U.S. Gold aren't already working on titles (rumour has it that U.S. G are currently thinking of releasing Kev Bulmer's *Legend Of Valour* on the CD format) then by the end of next year they almost certainly will be. After all, this could be the end of piracy as we know it if CD takes off.**

**With Mindscape's *Miracle* keyboard paving the way, the Amiga music scene is about to take off in a big, big way. Up until now, the ST's *T-Base* has reigned supreme, but two Amiga packages - Dr T's *KCS* and *XOR* - are set to knock the spots off this and any other competitors. Similarly, although I doubt that *DPaint IV* will be surpassed I have a feeling that several HAM-specialist graphics packages may hit the market, offering faster use of this multi-colour mode. Also, it's about time an affordable Amiga Video Editing package hit the streets, but the aforementioned price reductions should speed this along. Let's hope so.**



**As far as the computer itself goes, there's plenty of speculation regarding an A4000 or a console-based Amiga, but there's nothing concrete. If Commodore do produce an A4000 it will be aimed at the higher end of the market at the high-end PC-owning fringe perhaps. The console on the other hand is a quite exciting idea, but only if Commodore improve on the Amiga's hardware to make a machine that can run Amiga games but take even more advanced cartridges - another way to end to piracy. If Commodore do this, then they should be able to take on the likes of the Famicom or the Megadrive, both of which have specialist sprite enlarging and scrolling chips. PC fanatics are predicting that the introduction of consoles will consign the Amiga to an education-only role. The answer to them is obvious: at the end of '92 you will still have in the Amiga the best multimedia tool, the best music, tool, the best machine for programming and graphics, and, most certainly, the best machine for games.**

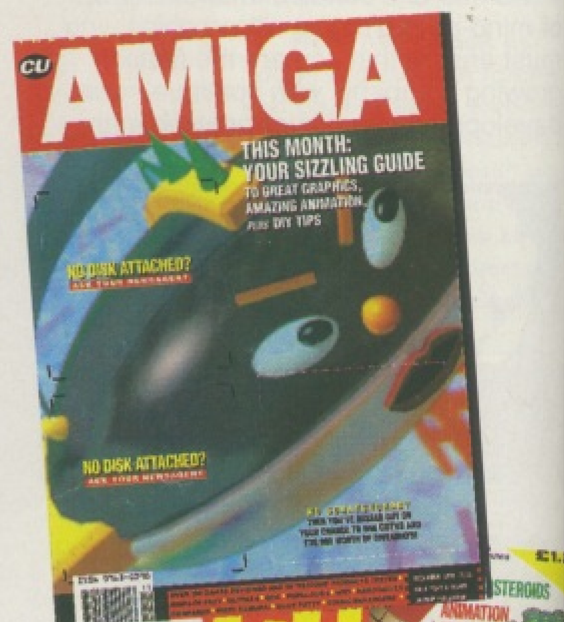
# 'ALL IN ALL, ONE HELL OF AN ACHIEVEMENT...'

**With the Amiga gaining popularity all the time, CU has been there every step of the way. What's more, our growth has paralleled that of the Amiga, too...**

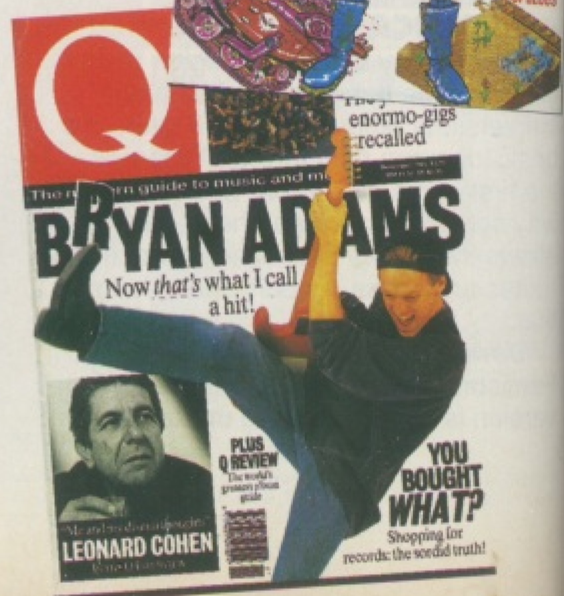
Believe it or not, CU is actually reaching its 12th year in existence. It started life as the pamphlet-like VIC Computing in January 1981. Covering Commodore's 3.5K baby, the magazine consisted of reviews, news and type-in listings for programs that rarely worked properly. Come 1983, the VIC was dead on its feet, so Commodore User was born to expand the magazine's coverage to include the new C64 and its games. However, something had to go and on dropping the VIC20 coverage, there was a public outcry by doomed VIC owners.

In 1984, EMAP took over publication of the mag, and with its only rival, Newsfield's ZZap! 64 going from strength to strength, the first Amiga coverage was seen in the September 1985 issue. However, by October 1987, things had started to change, and Commodore User now sporting a sixteen-page Amiga reviews supplement which expanded until the mag became CU Amiga/C64 in Feb '88, but more outcry was to follow a year later when the C64 half was dropped and the magazine became the CU Amiga we know today. With another revamp following in October 1990, it wasn't until June last year that we made the break and became the 'complete' guide to the Amiga, with our expanded pages including reviews of serious products, as well as the definitive games coverage.

Since then, and without blowing our own trumpet too hard, we've been the first to cover the likes of DPaint IV, the CD-TV, and the possibility of an Amiga cartridge (which may see the light in the mythical A300 console system), and by buying the magazine you have helped our sales expand so greatly that we even topped Media Week's (a trade magazine covering publishing houses) top twenty for year-on-year growth - with CU's 88% growth beating the likes of The Clothes Show Magazine and Smash Hit's sister publication, Big. And who said that computers were a flash in the pan? In addition, we are now aiming to aid the Amiga's development with ideas, such as our 'Design An Add-On' feature, and we are often asked to give early impressions of forthcoming games for any faults they may have. Proving that, as we promised, CU Amiga is at the forefront of the Amiga world.



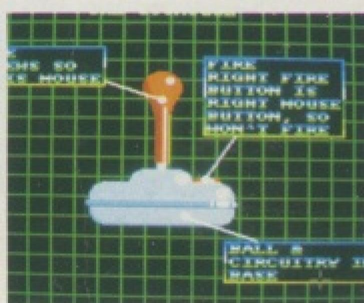

CU in '91 and '89. Recent trends indicate that computing may now be as popular as music











## THE TEAM



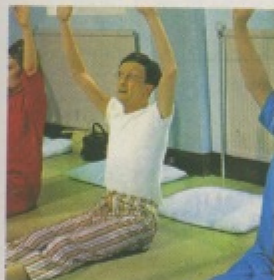
**Steve James:** Steve joined CU as Deputy Editor in January 1989 before eventually progressing to take the reigns a year after. A jovial fellow, Steve likes nothing better than relaxing with pints of Cider and the odd libelous anecdote.



**Dan Slingsby:** Deputy Dan joined the team in April 1990, and spends most of his time editing our Screen Scene review section, proofing hundreds of pages and perusing the hundreds of PD demos we receive each month. However, he still manages time to squeeze in the odd game-playing session and stuffing his face with chicken kebabs.



**Steve Merrett:** Steve moved over from editing Amiga Action in November 1990, and became our Editorial Consultant. A massive games fan, Steve is responsible for our In Devs and First Impressions features and can often be found idling away with a game of *Kick Off II* or *Jimmy White's Snooker.*



**Mat Broomfield:** Mat's fave pastime is stuffing his face with E-numbers, whilst ogling the latest technical advancement. However, he's also a keen gamer who enjoys the more cerebral delights of *Eye Of The Beholder* and the like.



**Steve Keen:** The third Steve has been with us for the last two issues, and joined us from our sister publication, Sinclair User. Our avid Staff Writer is a fan of all things trivial, and when he's not messing around with gadgets and toys he often finds time for a game of *Monkey Island.*

# WIN GREAT GAMES OF '91!

To round off our look at the heady world of the Amiga, we've teamed up with Microprose to bring you a bundle of games for your machine. The competition to takes the form of a phone line, where there is a question awaiting your attention. When you are sure of your answer, write the answer down on a postcard and send it to us at CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. You can enter as many times as you wish, but please note that the number will cost you 34p a minute during cheap rate, and 45p per minute during peak hours.

So what's on offer? Microprose have won a whole host of Screen and Superstars this year, and we are offering you the chance to win a game bundle containing everything that they have released this year. That includes *Grand Prix, Midwinter II, Knights Of The Sky, Covert Action,* and *Silent Service II* - quite an impressive array. To stand a chance of winning the bundle, simply ring 0839 335516, listen to the question and put your answer on a postcard.

Then place your entry in an envelope and send it to the usual CU Amiga address, marked MICROPROSE COMPETITION. Any entries unmarked will be rendered invalid. Please make sure that your entry reaches us by the 26th of January. The first three correct entries out of the bag each win the whole kaboodle of Microprose hits. . . .




# SO WHO DO YOU THINK WAS BEST IN 1991?

**It's that time of year again, where CU and the rest of the magazines within the EMAP Images building reward excellence within the computer game industry with their coveted Golden Joystick awards. It's the industry's version of the Oscars, and more importantly, it's you, the reader, who decides who gets what, and all respondents to the survey will be eligible for our £500 worth of software free prize draw.**

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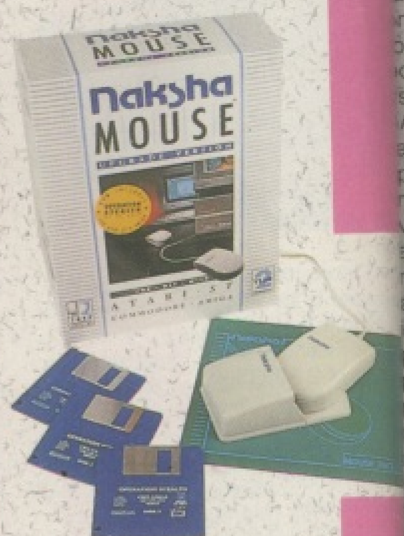
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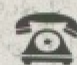
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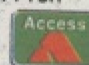


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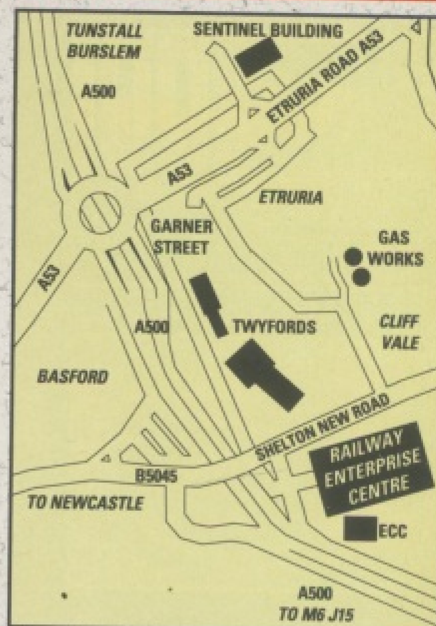


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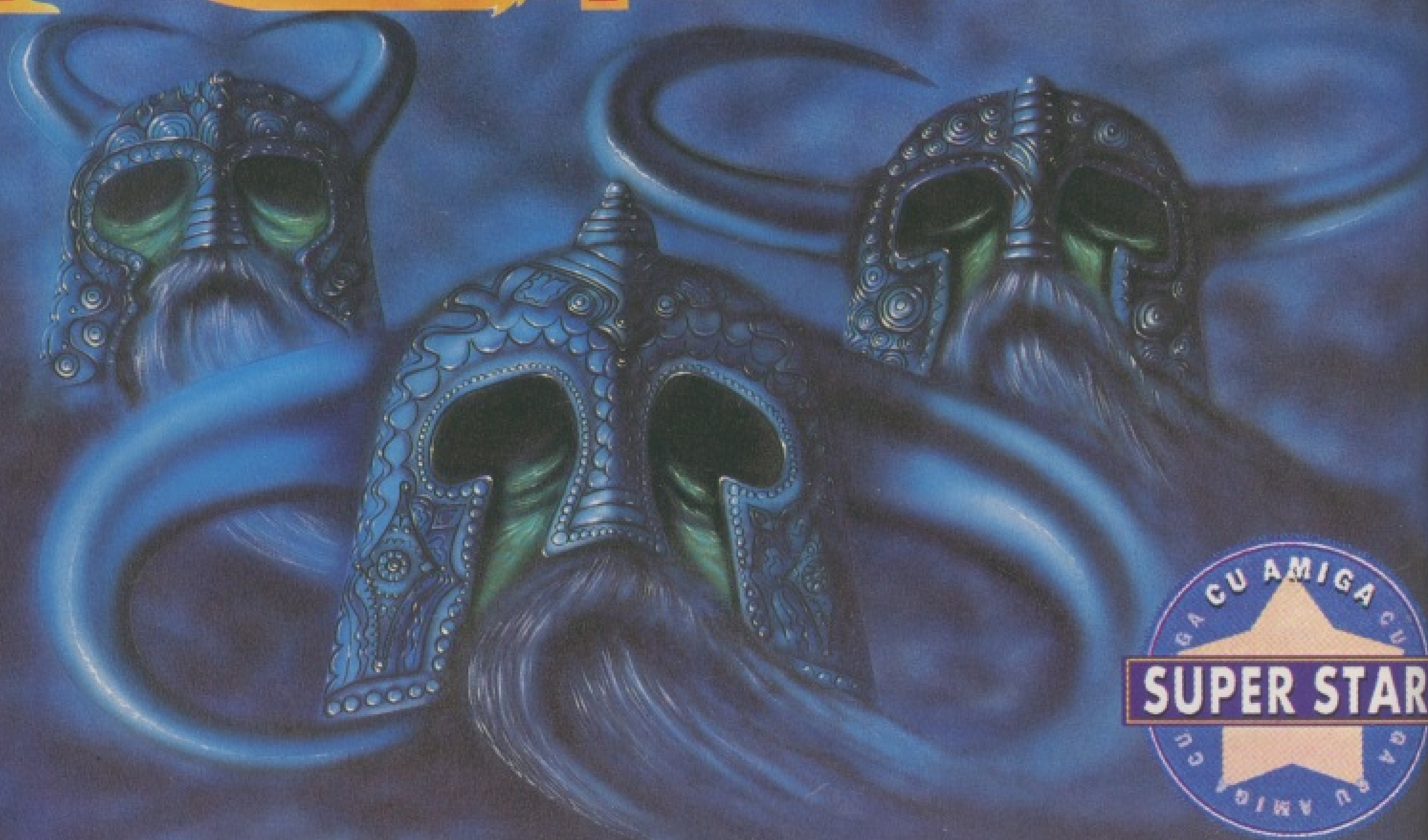


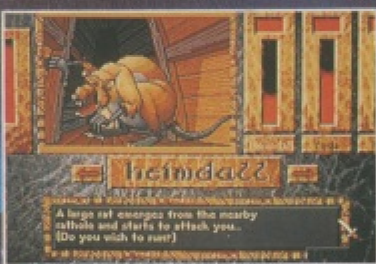

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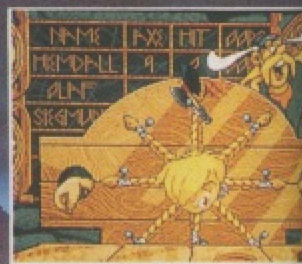
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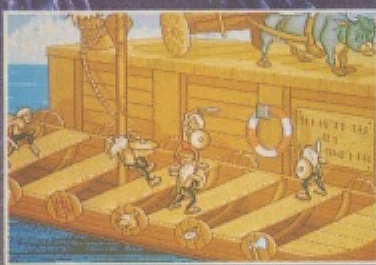
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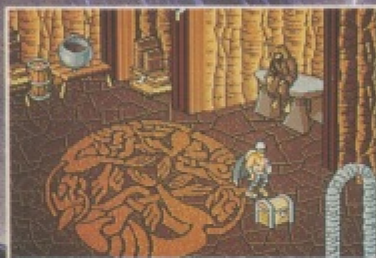

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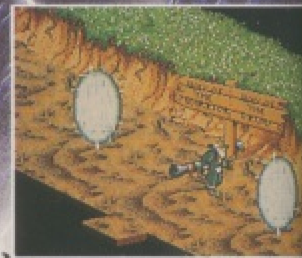

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VISA

# GUY SPY

**The combination of Space Ace-style graphics and fully interactive gameplay seems an unfeasible pipe-dream. Steve 'Mince Spy' Merrett spoke to Readysoft about their attempt to bridge the gap...**

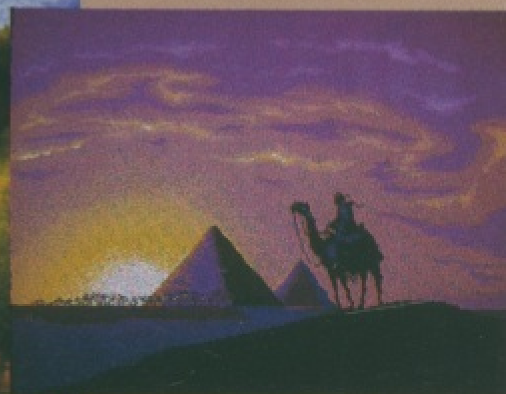
PLAYABILITY PLOY 'Actually, I think that some of the flak we've taken regarding the laser disk conversions is a little unjustified,' comments Readysoft's project leader, David Foster. 'After all, when you play a *Dragon's Lair* or *Space Ace* coin-op, you know what you're getting, so why be surprised when the computer conversion is the same?' Was such criticism the main reason for the advent of *Guy Spy*, the first supposedly fully-interactive game to emerge from their Canadian base? 'Yes, we've already made a name for ourselves for quality animation, and we wanted to try to combine this with a completely playable game. Hopefully, we'll silence a few critics along the way.'

THE NAME IS SPY... GUY SPY Consequently, Guy Spy is the latest hero to emerge from a country known for its rugged Lumberjacks, square-jawed Mounties, and butch Ice Hockey players, and Readysoft are claiming that it will bridge the gap between full playability and their famed graphical finesse. They don't, however, consider that *Guy* is the furthest they can take the system. 'Although we consider it as a large step forward, we have to admit that the system isn't totally interactive,' Foster concedes, 'but, nevertheless, it is a remarkable advance considering we aren't using CD-ROM technology.' Will it be another 'move at the right time' job then? 'No, definitely not. We've now got longer, more playable stages based on a series of game styles and played within a series of linked sequences rather than nonsensical interludes.'

Guy himself is a marked departure from such reluctant/cowardly heroes as Dexter and Dirk The Daring, and is Readysoft's equivalent to James Bond, with deliberate Indiana Jones-style overtones. Typically, in a scenario worthy of both heroes, an evil Germanic tycoon, Von Max, is currently scouring the world in search of a series of crystals which will power the Doomsday Weapon he has had built. Before the evil genius can hold the world to ransom, Guy has been sent to thwart his plans, but Von Max is on to him and has left a series of henchmen to thwart his plans.

SKETCHY DETAILS Thus, over fifteen action-packed stages and a number of game styles, Guy must battle his way across Europe in search of the elusive master criminal. 'We came up with the idea during one of our planning meetings,' Foster recounts, 'and a group of seven or eight of us basically created the character and built the plot up from there. It was here that we decided on how to tackle the playability problem, so we started a few sketches and took it from there.' Did combining a more flexible hero cause problems with the detail and size of the sprites. 'It's certainly





Guy battles his way through three of the game's key scenes...



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# GUY SPY

more memory intensive, but we had allowed for it when we put the storyboard together, so it was basically just a matter of making sure that the action flowed well.' Just how controllable is Guy? 'Depending on the scene, the player can control him using whatever options are relevant during each scene. For instance, in a fight scene, he can perform all the usual punches, rolls and dodges, whilst he can also take aim and pick off Von Max's cronies in a shoot-out.'

'We've made a point of making the action instinctive and easy to control,' he continues,' and we'd like to think that the player will be able to manipulate the joystick to make Guy move in the way they imagine he should.' So, has combining more interactive sprites with their Disney-style backdrops meant that *Guy* isn't as varied as, say, *Space Ace*, in terms of the number of scenes within the game? 'It's not really fair to compare them,' says Foster. 'Yes, we have reduced the number of screens that *Lair* and *Ace* had, but most of the screens in those games were only on screen for mere seconds anyway. In *Guy*, things take place on a series of screens, and continue until the player wins through. However, to keep the feeling of an interactive cartoon, we've retained key animated linking sequences to update the plot, so Guy will enter a chalet or a cable car ready for the next stage, or will square up to an opponent, for instance.'

**SPRITE-LY HERO** How long do the graphics take to prepare for such a large game? 'Well, it varies: we've been working on *Guy* since January, but we didn't get anything on screen until March. Our team is made up of an Amiga coder and a trio of graphic artists who handle the conversion from paper sketches to on-screen reality.' What problems have they had? 'Our main one has been incorporating the improved gameplay, but luckily this was solved fairly early on in development, so now we're just slotting the graphics in as they're needed. It still took longer than we expected, though.'

The Readysoft process is a fairly



In keeping with the cinematic feel of past Readysoft games, each level is preceded by a scene-setting sequence, with Guy arriving at each stage only to run into the trouble awaiting him there.



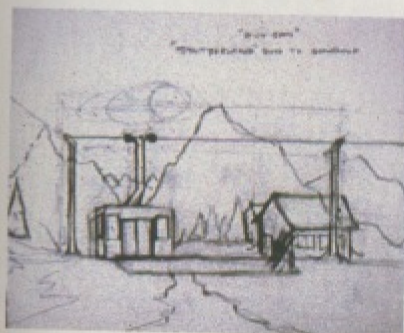






The fight scenes now react intelligently to the player's moves, and the 'move and hope' system used by *Space Ace* and *Dragon's Lair* has been expanded so that, whilst full interaction with the screen still isn't possible, the player can make Guy weave, bob and punch whenever their on-screen persona looks in mortal danger.

## GENESIS OF A HERO





**With the basic idea for each scene prepared and sketched beforehand on paper, one of the trio of graphic artists digitises the sketch which is then saved as an IFF file and loaded into *DPaint*. A second artist will then go about touching up the scanned picture, by outlining the faint lines and adding selected colours from the sixteen-colour palette. Each scene takes roughly a day to complete, and the sprites are developed simultaneously by the third artist. These characters are then overlaid on to this screen and their movements refined so that they don't look out of place within the scene (ie. walk through walls). When all this is running smoothly, any rough edges are smoothed and the completed scene is saved to hard disk for later inclusion into the main game. However, with graphics as intricate as Readysoft's, there is a price: the game will span six or more disks, although second drives will be supported.**

# GUY SPY

simple one considering the complexity and detail of their games. The 68000 coder writes the basic game routines on the Amiga for porting over to other machines such as the PC and Mac(!), whilst the three graphic artists work on backdrops and sprites between them. The development sketches are digitised using *Digiview* and are then touched up using *DPaint*, where further detail is added from the 16-colour palette. These are incorporated into the code a section at a time, and the freshly-designed sprites and game objects are then added to complete the stage. 'We're currently using over 1500 frames of animation,' Foster continues, 'and creating each stage individually makes linking them together easier for when it comes to compressing the game down on to floppy.'

MESSAGE ENDS... With 20-30 frames completed a day, work is steady but unhurried. However, the team are now battling to condense the game down on to six floppies. Sound is always the last thing to be added to their games, and Readysoft are currently scouring Britain for someone to incorporate the game's many effects and sound. 'We intend to have a movie-style tune running through the whole game, and will also feature assorted sound effects to tie in with the action. If all goes according to plan, as Guy punches and shoots, the sound reacts accordingly.' How pleased is he with its progress? 'I think we've covered a lot of ground with *Guy*, and although it's still not fully-interactive, it's far more playable than anything we've done.' And the future for Guy? Is there a sequel in the works or even Guy Spy: The Movie? 'Wait and see,' Foster ends enigmatically...

**ON THE COMPETITION AND THE FUTURE** So what does Foster think of other peoples' attempts to combine superior graphics with playability – Core Design's *Heimdall*, for example? 'I've only seen a few screenshots and reviews,' he concedes, 'but it's flattering to see that our graphical style has obviously been the inspiration.' Does he think that the gap is being breached? 'Yes, all the time. It's going to take a while before we combine them perfectly, and I don't think that it will be totally possible on the Amiga or ST.' Are they signing the Amiga's death warrant as their development machine? 'Not just yet, but we're starting to look at the PC and its palette of 256 colours and it's looking very inviting indeed. In addition, CD-ROM is tempting, but I don't think it'll really get going for a while. It would be unwise to write off the Amiga just yet, though.'

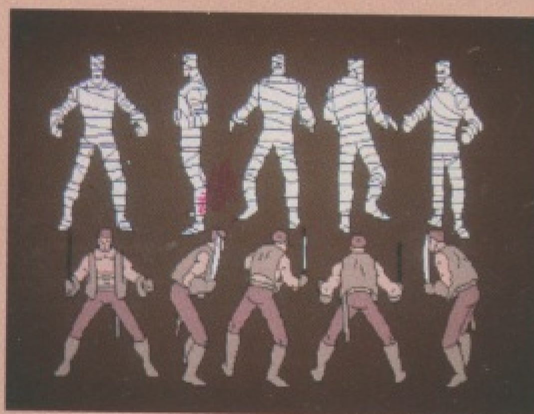


The move towards fully interactive cartoons has been made easier by keeping *Guy*'s many sub-games simple but playable. The ski section, for instance, involves the avoidance of a series of obstacles as Guy makes chase down a cluttered and very steep ski slope.





The adventure takes Guy into Egypt, to the Amazon and, eventually, to Berlin where Von Max is making the final preparations to his deadly machine. However, waiting for our hero at each point are the evil genius's henchmen, all of whom must be disposed of before the next stage can be loaded.







So far, *Guy*'s sprites have used over 1500 frames of animation to get them moving both quickly and realistically. The large size of each character means that any small gaps in the 'tweening' section between moves will be more obvious. Consequently, the sprite is redrawn having been altered slightly each time, and simply added on screen whenever the relevant move is needed. It isn't as memory-effective as breaking the sprite up, but Readysoft consider the result worth the price.

**SHADOWY GOINGS-ON . . .** In their first entry to the RPG genre, Domark and veteran development team, Teque, have joined forces to create the dark world of *Shadowlands*, where evil rules over the five-storey kingdom full of zombies, skeletons and other unworldly creatures. The player is cast as a human whose Earthly form has been destroyed and his remaining bones scattered throughout the massive play area. Thus, recruiting four wanderers of the Shadowlands, the player must pit their new-found team's wits against the many puzzles within the game arena.

One of Teque's main aims was to give the game a predominantly Japanese feel, and this is apparent from the very start. The game opens with a team selection screen, where the round-eyed looks and strength attributes of the four characters can be altered where necessary. Following this, the game switches to an isometric view to depict the detailed landscape and its many contents. Another priority on Teque's agenda was to make the game accessible to both the veteran RPG fan and the newcomer. Thus, the entire game, from movement to object selection and fighting, is controlled using the mouse, and this simple system allows the player to perform virtually any feasible act on the game's many objects and locations. For instance, teleporters can be accessed and keys placed into specific locks with a quick press of the mouse button. This system is then used to piece together the many clues that stand between the team and the recovery of your bones.

**TEQUE-NIQUE** In an attempt to capture the interest of the novice and casual RPG players, Teque have concentrated on making the massive adventure easy to play by limiting the controls to the mouse only. Thus, using a simple point'n'click method, virtually every avenue of exploration is immediately available, taking the frustration out of the many puzzles. Another factor is that the game utilises a technique which Domark have called Photoscape, which basically means that light in the world of *Shadowlands* behaves as it should, with torches gradually burning down and the corners of the dungeon gloomily lit.

Team leader, Dean Lester, is the creator of *Shadowlands*, and over the last year what started as a nice idea for an RPG has expanded far beyond his expectations. With the rest of the team made up of graphics man, Mark Anthony, and coder Barry Monk, between them they have taken ideas from games as diverse as the *Ultima* series and the SSI games, whilst ensuring that the ease of use remains. Due to the size of the project, though, the game is still months away from completion, with three of the five lands still to be implemented. Despite it being another new avenue for Putney-based Domark, they are confident that *Shadowlands* will be another string to their bow and are hoping that their simplistic control system will breath new life into what can be a tired genre. We'll be able to see for ourselves when the game is finally released in March.





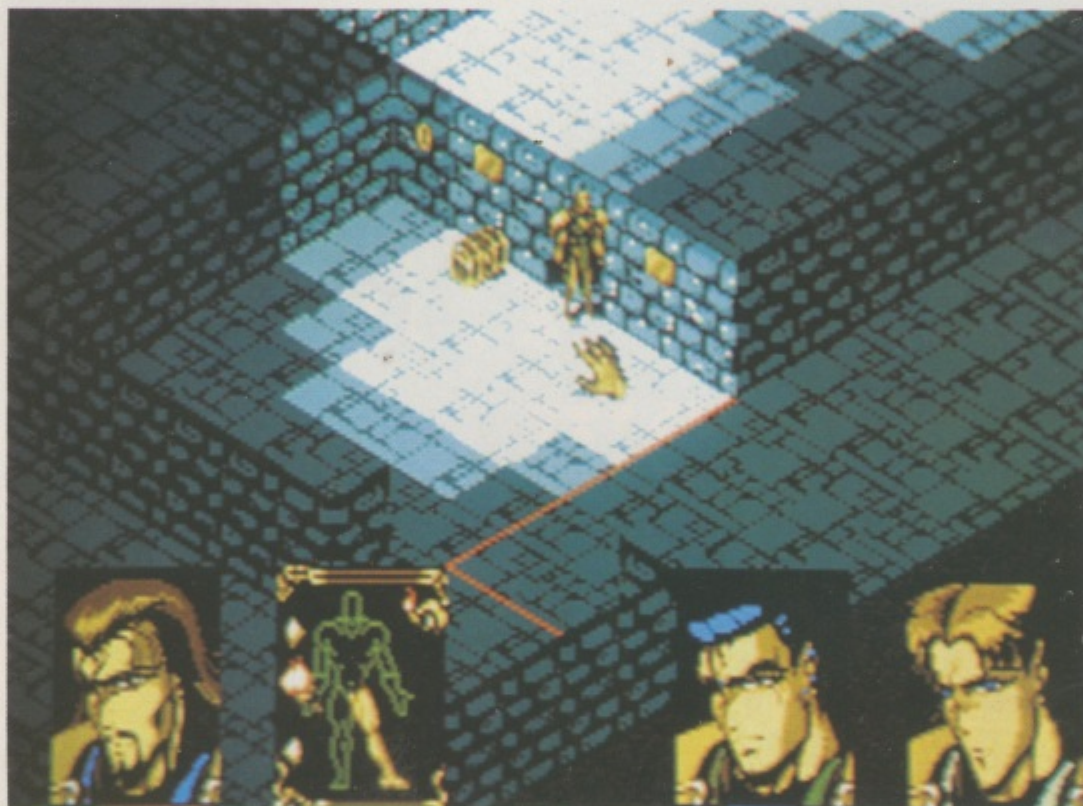

The game has been given an Oriental feel, both in its simplicity of use and graphical style.

**Mega-Teque** One of the oldest development teams going, Teque have been responsible for some of the most ground-breaking games ever. Pete Harrap, for instance, was the man behind Gremlin's Monty Mole classics, and since then they have produced games for Domark, Krisalis and Ocean. As well as original products, Such as *Manchester United* and the European follow-up, they also produced the conversions of *Escape From The Planet Of The Robot Monsters*, *Chase HQ* and *Klax*, and are currently beavering away on another football game for Krisalis.

# SHADOWLANDS

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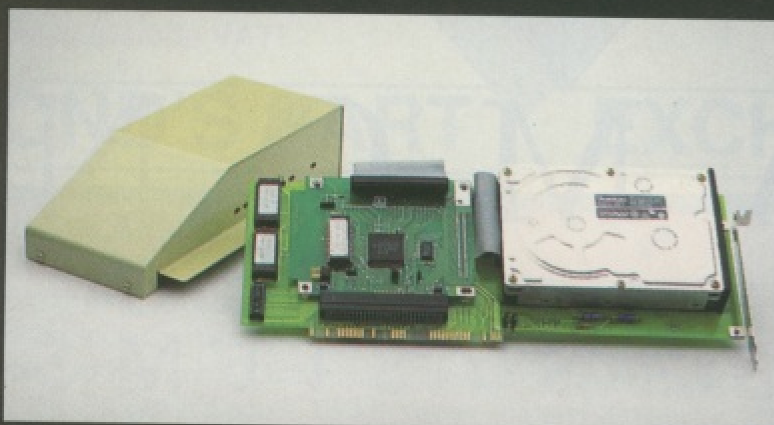




The game's lands are massive scrolling affairs and are split into five distinct play areas, including an Egyptian-style land and a sprawling forest.

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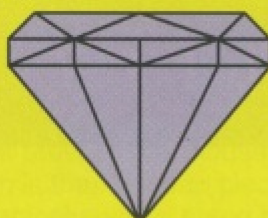
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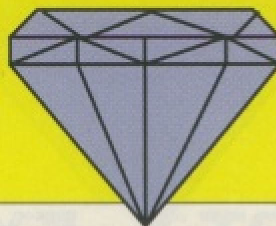


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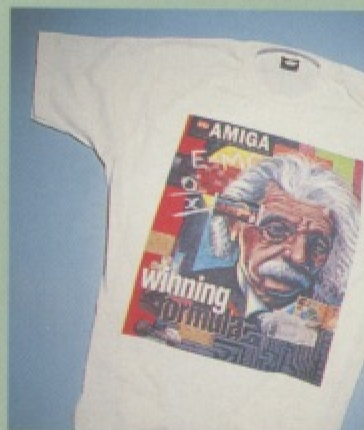
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# SCREEN SCENE

**Welcome to Screen Scene. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information.**

**SOUND** Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

**GRAPHICS** Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

**PLAYABILITY** This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

**LASTABILITY** Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

**OVERALL** The most important of the lot. And here's CU's rough guide to ratings:-

| | |
|---|---|
| 0- 29% | Man, this stinks. |
| 30-39% | Phew, avoid. |
| 40-49% | Below par. |
| 50-59% | Worth checking out if you're a fan of the game style. |
| 60-69% | Above average, but with room for improvement. |
| 70-84% | Good but flawed. |
| 85-92% | ScreenStar, recommended. |
| 93%+ | Super Star, our highest accolade. Do not miss. |

**AMIGA SPEC** Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

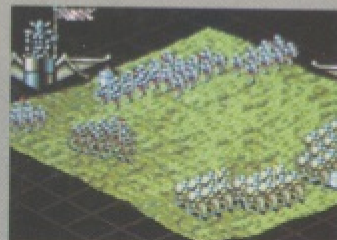
| AMIGA SPEC | |
|---|---|
| MEMORY REQUIRED | 440K |
| SCROLL SPEED | 6 |
| COLLISION DETECTION | 4 |
| COLOURS ON SCREEN | 32 |
| LEVELS | 48 |



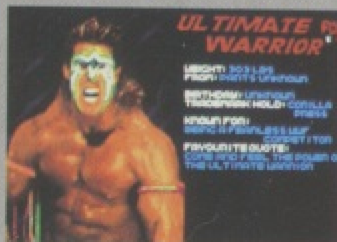

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.




The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.



**REALMS**, *page 90*




**WWF**, *page 72*




**SPACE GUN**, *page 81*



**FANTASTIC VOYAGE**, *page 85*

Children's television: it's a wasteland of American cartoons, inane presenters, and Australian series – but who doesn't watch it when they've got a day off sick? One programme, though, will catch the eye of any role-playing enthusiast, and that's Knightmare, which uses computer imagery to transport hapless youths into a dungeon watched over by the mysterious Treguard. Mindscape snapped up the license and now Tony '*Captive*' Crowther's game reaches the shops just in time for Christmas.

Superficially this is a *Dungeon Master*-style game, with four characters, drawn from a selection of races and professions, exploring 3D dungeons whilst combatting monsters and overcoming puzzles and traps. The party tackles four quests – or underground complexes – in search of the Shield of Justice, Sword of Freedom, Cup of Life, and Crown of Glory, and can choose the order they approach the first three (although in all honesty the player must find the Shield to get the skills required for the others). Treguard's image is everywhere, offering advice and giving a fix on the player's location – just in case they need to get help from Mindscape, a useful feature which others should adopt.

This is where the similarity to *Dungeon Master* ends; the game is much closer to *Captive*, or even Gremlin's excellent *BSS Jane Seymour*. *Knightmare* is pretty tough, and there are no 'introductory levels'. All four sections of the game demand skill, forethought, and, most especially, careful management of resources. My party came close to dying as I hadn't paid enough attention to their food levels – so make sure they have enough spider legs to munch on. Health, Stamina and Magic are shown as bars near the character portraits, and they are depleted through movement and combat. Sleep recuperates lost points, and if a priest casts an REM spell they are recovered much faster.



# KNIGHT

Although the game itself is complex, *Knightmare* sports an incredibly friendly point'n'click icon system. . . .

The top-right hand set of icons represent characters, their stats and energy levels, and those below are directional.

**LEVEL BEST** As the characters progress they learn to improve their skills. Starting off a novice, moving through tenderfoot, adept, and up to master, they blossom into Gladiators, Priests, and so on. Practice makes perfect, so it's a good idea to pass that magic wand around the party once in a while to give everyone the opportunity to increase levels. At first, only one or two options will be available: stabbing with a knife, for example, or opening a door with a spell.

The puzzles are bizarre and typical of Crowther's weird sense of humour. Each Quest is guarded by a tree monster who demands an object before letting anyone pass. The first request - for the tree's child to be returned – stumped (no pun intended) me for a while, until I remembered the twig I'd found earlier! Finding objects is far from easy. Because of the nature of the graphics, some items are all-but-invisible against the background; but after a while your eye becomes trained to spot objects. I walked right past a key I was searching for at least three times before locating it.

As with *Captive,* the players' stats can be viewed individually or in a block of four. This is very handy when checking for overburdened or injured characters. The graphics are, on the whole, attractive and full of original touches, like plant pots on the walls and flooded passageways. Sometimes the graphics are garish, but usually they're just right. I can foresee problems for those people playing on a TV and not a monitor: as I've mentioned, the writing and other details can be obscure, although thankfully the program includes a preferences option to change colours.

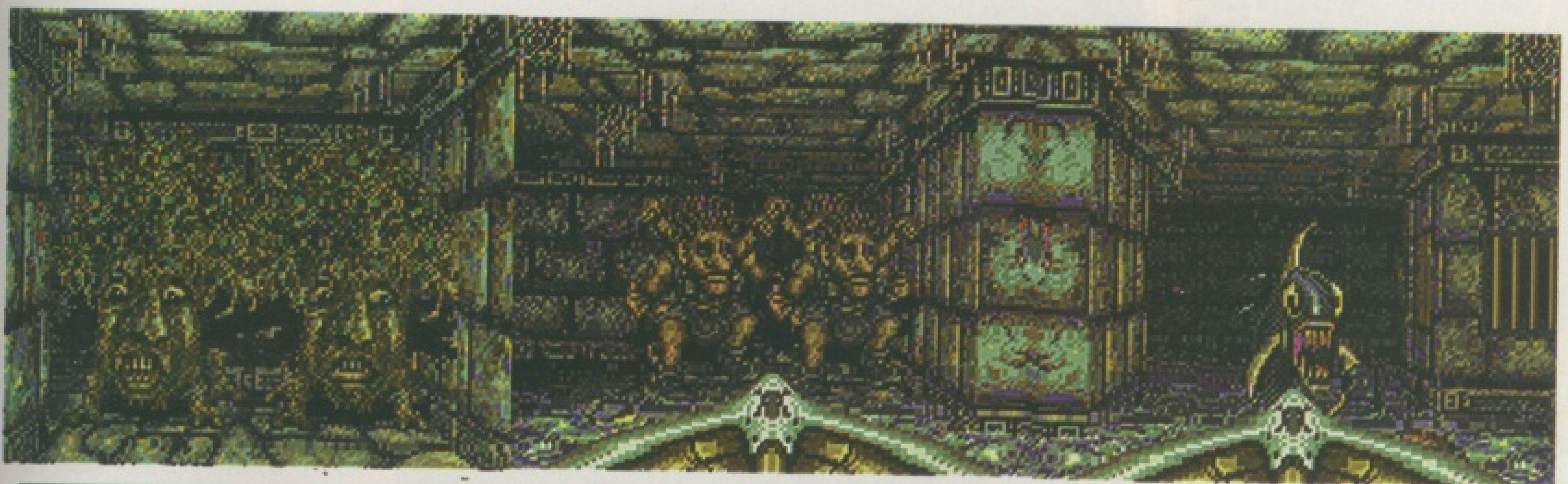





This doesn't help disguise the numerous spelling mistakes – 'enterance' instead of 'entrance' and 'sandles' instead of 'sandals' were two I discovered.

One of my favourite parts of the game is the novel use of transport. The players whizz around in a mining cart at the beginning and then row a small boat in shark infested waters. Unlike *Dungeon Master* and its derivatives, *Knightmare*'s monsters use some intelligence. If you run off and cower behind a door, don't expect the goblins or whatever to wait around forever, as they're likely to wander off

MARE






*Above*: Knightmare differs from many of its Dungeon-based rivals in that its monsters are truly original. Ranging from Tree Fiends and sharks to the more traditional goblins, some approach half-a-screen in size.

*Below*: As with *Captive*, Tony Crowther has programmed the game so that character stats can be viewed individually, as shown, or together in a block of four. . . .



# KNIGHT MARE

and hide, launching a devastating attack when you least expect it. One of the best ways to reduce risks is to follow the manual's advice to use either headphones or a hi-fi link to bring out the best of the genuinely impressive sound – the stereo effect allows you to trace monsters very simply by following the sound of their footsteps.

Ultimately the game leads to a confrontation with the FrightKnight and his boss Lord Fear – a fight to daunt even the toughest of adventurers. *Knightmare*'s innovative combat/spell system succeeds, mainly because each character can be 'programmed' to perform certain tasks with a single click of the mouse, and this

**RABBITS FROM HELL** **In the forest that marks the beginning to the quests, cute bunnies are seen frolicking in the meadows. Don't be deceived – these buggers are vicious. Hack away at them whenever possible, as you're rewarded with a rabbit pie. Later on, when the party comes back wearied from its Quest, you might find that the rabbits have been up to their usual habits and that the whole place will be crawling with them. So lob some holy hand grenades to get rid of them, and make Monty Python proud.**

**MUSIC TO MY EARS** **When creating the music and effects, Mindscape travelled to Anglia Television in deepest, darkest Norfolk, in order to make use of their audio department. Although more than half-a-meg is needed to get the best out of the game (along with headphones or connection to a stereo as described elsewhere), even through a mono speaker the results are fabulous. Invest in some extra memory (owners of the 500 Plus will be pleased to know it's fully compatible) and a stereo lead – you'll be surprised at the difference in atmosphere.**



Goblin's are everywhere – you can be one, too. In fact, a number of customised goblins, including a ninja goblin, are available for playing.



Run, rabbit, run . . . or you might end up in a pie! When players feel peckish they can shoot these cuddly-looking but not-so-harmless bunnies.



The conflict begins. Ultimately this leads to a confrontation with Frightknight and his boss, Lord Fear, a fight to daunt the bravest of men.



Although programmed with the beginner in mind, there are plenty of opportunities for the role-player to engage in traditional character generation.

**CAPTIVE AUDIENCE** ***Captive*****, Tony Crowther's previous venture into RPGs, topped the charts and was also voted Adventure Game of the Year in 1990. Set in the far future, the task is to guide robots through worlds with the aid of a portable super-computer. While the catacombs in *Captive* were computer-generated, *Knightmare*'s dungeons were designed by hand, making the overall design much smoother.**

avoids all of those tedious menu searches while a jolly green giant slaughters the party. Right and left clicks of the mouse can bring wildly different results, but a couple of minutes with it will get you in the swing of things.

A game this huge has secrets that even an in-depth review won't yield. And the fact that I'll keep playing it until I finish it speaks volumes.

I love this game. It's taxing, whimsical and, unlike most RPGs, it actually has a sense of humour. I wonder whether the use of the TV name is so wise, though? Most kids will find this too complicated and, let's be honest, not remotely like the TV series at all. The manual contains a poster of the actor who plays Treguard (I can't wait to put that up on my wall!!) and an invitation to join the Knightmare Adventurers Club. Whatever the case, I'm thrilled with *Knightmare*; and you will be too. One of those games you just cannot put down.

**Mat Regan**

**MINDSCAPE £25.99**

**'TV-inspired RPG that's full of humour and fun'**

| | |
|---|---|
| GRAPHICS | 81% |
| SOUND | 88% |
| LASTABILITY | 80% |
| PLAYABILITY | 85% |

**OVERALL 90%**

# SPACE MUTANTS™ ARE INVADING SPRINGFIELD

**That's right man!**
**A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!**

## PRETTY COOL HUH?

**Anyway, yours truly is the only one who can see 'em!**
**I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man. Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!**
**So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.**

**BUy THiS GaME!**
**Thanks man.**










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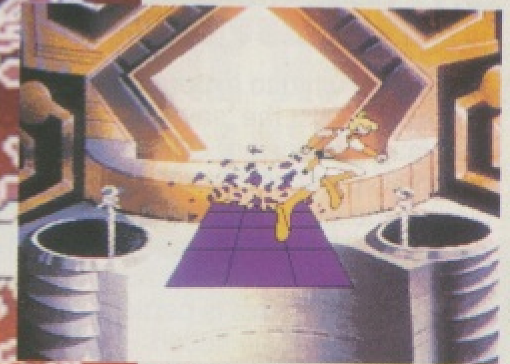
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As lasers blast into the platforms, Dexter must jump to safety.



'Beware your dark side' warns Kimberly – and here he is. . .



One of the earlier problems, this creature must be shot twice.

# SPACE ACE II
## BORF'S REVENGE

I don't know what it is about the Readysoft laser-disk conversions, but there's something strangely appealing about them. We all know what to expect in terms of the series' minimal control over the character, but somehow they still offer a challenge that won't go away until the game has been completed. So, as can be expected, all the usual criticisms of the games can also be levied at this new addition to the family. However, due to what appears to be scrimping on Readysoft's part, somehow *Borf's Revenge* falls short of my already set expectations.

The scenario picks up straight from where the first game left off. Borf's evil plan to reduce the age of everybody within the galaxy using his Infanto-Ray backfired when the heroic Dexter used a mirror to reflect the blast so that Borf himself was regressed. However, in the opening scenes of the sequel, Borf's cronies, the mischievous Goons, have reversed the polarity of the Infanto-Ray and given the blue giant a blast to revert him to normality. Thus, Dexter's girlfriend, Kimberly, is once again whisked away to Borf's lair whilst you're left to give the Goons the slip and make your way into Borf's ship to rescue her.

Unlike the first game and, indeed, the others in the series, the most notable improvement in *Space Ace II* is that the game flows more smoothly and the scenes roll into each other perfectly. Conversely, though, this exposes just how few scenes the game contains, with a mere three to four covering each of the package's six disks. Starting with Kimberly's abduction, Dexter is immediately set upon by Borf's Goon friends and it's time to move the joystick at the right time to progress through the twenty-seven stages that stand between you and victory. There are five moves at your disposal, and clues to which will probably be the correct one are given by the positioning of exits and even the situations themselves – for instance, if Dexter is grabbed by a particularly hungry monster, it's odds-on that drawing his laser is the perfect remedy. However, due to the limited number of moves, certain ones will have different effects and whilst pressing the firebutton during one scene will draw our weedy hero's laser, in others it will activate the wrist-controller which temporarily boosts Dexter's weedy frame to that of his eponymous and beefier alter-ego, Space Ace. As the correct moves are chosen, the action takes Dexter past ravenous creatures and robotic security systems and into Borf's space station, for a final stand-off under the deadly Infanto-Ray's machinery.

There's not really a lot else to mention, as by now

# SPACE ACE II
## BORF'S REVENGE

you'll know what to expect. However, whilst the 'save' and 'load' options are still mercifully present to avoid playing the same scenes repeatedly, Readysoft seem to have cut a few corners here and there. This is particularly notable in the sound department, where the game reuses all of the samples and effects from the first game. Considering that all these game's really have going for them is their presentation, this is a major faux-pas and the chance to add to the atmosphere has been completely wasted. Presumably, this is because Readysoft have created the game from scratch without the use of a coin-op for reference, but all the same it's a bit of a swizz. In addition, there are a few graphical rough edges, too, where a few more frames of animation might have been worthwhile.

So there you have it: the new Readysoft 'masterpiece'. Unless Super Don Quixote is on the cards, I have a feeling that they have milked this system as much as they can, and the advent of the supposedly more interactive *Guy Spy* seems to confirm this. If so, then it's about time, as the system started waning after the novelty of *Dragon's Lair* wore off. Perhaps I'm being a little harsh as I did find *Borf's Revenge* initially appealing, but for fifty quid I feel that perhaps Borf's next adventure will see him abandoning the Infanto-Ray and spending the profits of his first two defeats on an island in the Bahamas. A sure-fire triumph for the evil giant, methinks...

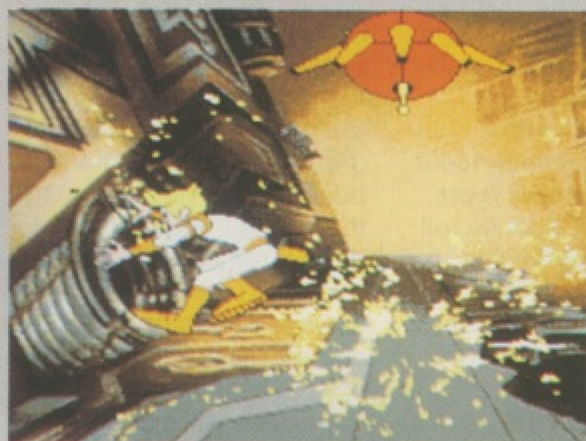
**Steve Merrett**







On facing your dark side, he expands his size to that of a giant. However, as you move across his colossal body he accidentally blows his limbs off as he chases you. However, even his head gives chase.





**READYSOFT £44.95**

**'Enjoyable fare, but where's the gameplay?'**

| | |
|---|---|
| GRAPHICS | 85% |
| SOUND | 74% |
| LASTABILITY | 33% |
| PLAYABILITY | 57% |

**OVERALL 58%**

**TAKING IT ON THE CHIN** Chinless wonders, such as Dexter and *Dragon's Lair*'s Dirk The Daring, are real weeds compared to Vince and Paul from *Ikari Warriors* or the beefy bloke from *Gods*. What we are waiting for, though, are the next batch of featureless 'heroes' to make their computer game debut. Coronation Street's Gail, for instance, is a person lacking in the chin department with assorted members of the Street's cast avoiding telling her to 'keep her chin up' (or at least where your face ends) when she has bother with Martin or her battle-axe mother-in-law, Ivy Tilsley. In addition, our PM, John Major, is lacking in the chin area, too, making his battle against a Federal Europe twice as hard. After all, he can't heed the advice of 'taking it on the chin', can he?



# HEART OF

Jake Masters is one of those Americans who provide a strong case against tourism. Loud, self-confident to a ridiculous degree, and blessed with the silly nickname of 'Lucky', Jake's an adventurer, bankrupt importer, and self-appointed hero. Finding himself in Hong Kong in the 1930s with his Airborn Imports business deliberately destroyed by E.A. Lomax, a hardened rival, the former war ace decides to take up Lomax's 'offer' of a reward to rescue his kidnapped daughter, Kate.

Kate is a do-gooder nurse, snatched from the hospital where she was tending sick children – naturally – by the evil henchmen of Li Deng, the area's major crimelord. Lucky's task revolves around freeing her from Deng's palace, but only recruiting the help of Zhao Chi, a local, Ninja. This is where *Heart of China*'s major novelty feature comes into operation: the player switches between Lucky and Chi (and Kate, once she's been rescued), because many of the situations within the game can only be solved by switching between the trio. For instance, during a search for healing herbs, the shopkeeper, Madam Wu, is a xenophobe and refuses to sell them to Yankee Jake. However, by switching to Chi to make the initial contact, any barriers will be broken and she'll talk to him. Oddly for a supposed hero, though, Jake takes a backseat to the actions of Chi and Kate later in the game.

The first stop is Li Deng's sinister Chengdu Fortress. This comes as a slight disappointment as, after searching the building, with the exception of a few locations in the areas of Katmandu, Istanbul and the Orient Express, there's very little to see. In addition, the lack of locations would be bearable if the puzzles offered any real challenge but, sadly, these are severely lacking, too. And this may leave some adventurers feeling short-changed. To try to counter this, Dynamix have incorporated numerous








**The first stop for Lucky is the bar, in search of the elusive ninja Chi. The barman Ho is little help, as he knows Lucky and his tendency to drink copious amounts of alcohol! Questioning Ho results in a beating from the local goons, as does talking to the lady of poor repuit. Still, you can always come back the next day – which reduces the bonus offered by Lomax!**

ways of finishing the game, with a non-linear progression through it. Whenever the player makes a choice that takes him or her along an alternative path, a message pops up stating that you've decided to follow a particular plot branch. In truth, there are very few chances to make 'alternative' decisions, but the idea is a nice one and will hopefully be exploited further in Dynamix's next release.

As with the company's previous foray with this system, *Rise of the Dragon*, *HOC* comes as a 1Mb-only game spanning an astounding nine disks. Unfortunately, single-drive users will find themselves swapping disks like there's no tomorrow and this interrupts the flow of the game enormously. Even with a hard drive, access time is far from quick, but is a vast improvement nonetheless.

Playing the game is simplicity itself, as the interface is a joy to use. All usable objects can be dragged around the screen, and icons at the bottom of the screen act as inventories. Clicking on Jake's portrait brings up either a quick inventory – which is used for manipulating objects – or the main screen, which also includes a large shot of the character. This allows you to wear items of clothing (important when infiltrating the palace) or activate weapons, and so on. This may limit the numbers of actions you can perform (even more so than Sierra's SCI interface) but, on the plus side, it makes playing the game considerably easier.

The period flavour of *HOC* is its strongest aspect, along with the Indiana Jones plot – although the pseudo-mystical and religious overtones are thankfully missing. Dialogue is a scream, and Lucky can't help winding up people with his 'Oh, yeah?' attitude, while the usually silent Chi has a sardonic sense of humour.

If presentation is important to you, then this is the best adventure on the Amiga. The music, from dramatic scores to eastern tunes, sound superb when played through a stereo system, but my monitor fails to do it justice. The graphical style works much better here than in *Rise of the Dragon*, and from the intro sequence to the finale the game is a wonder to behold. The price for all this though – in money, access time and disk-swapping – is hard to justify in my opinion. Unless you're a total newcomer to the genre, I'd think long and hard before spending the money on *Heart of China*.

**Matt Regan**

# CHINA












**Madam Wu, the herbalist, offers Lucky a false passport to get past the official at the airport. Trying to use it lands Masters in jail – it's the passport of a wanted felon! Bluffing is the best method of dealing with the upstart civil servant, as Lucky's gift of the gab confuses the sap totally! Then it's on to Deng's palace and an encounter with a cow...and a tobacco-less coolie eager to help!**

Chi. The ... drink ... from the ... n always ... omax!

## GETTING IN ON THE ACT

***Heart of China*'s original incarnation on the PC featured the use of live actors for truly gasp-inducing graphic images. Over eighty actors were cast and decked out in period costumes, filmed in front of white backdrops. Their digitised images were then superimposed over painted scenery. The shooting took well over a year, running simultaneously with the programmers' work of creating the actual game system. Despite the amazing success of the project, though, the filming wasn't without certain hitches: the actress playing Kate Lomax, Kimberly Greenwood, discovered she was pregnant a couple of months into shooting, and recasting and refilming was deemed too expensive at that point. So tricks were used to hide her ever-apparent bump, to the extent of hiding it with cushions, retouching the images on a computer, and so on. Unfortunately the Amiga's colour palette doesn't run to these feats, so we're stuck with drawn .representations of the actors!**

**SIERRA £35.99**

'Slender but visually stunning game. . .'

| | |
|---|---|
| GRAPHICS | 94% |
| SOUND | 88% |
| LASTABILITY | 71% |
| PLAYABILITY | 82% |

**OVERALL 83%**

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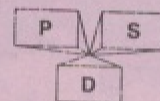
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Transport is very important – even while still on Earth! There are zeppelins and boats which the party uses to hop between continents.

Every character in the game has a n individual portrait.



# SPACE 1889

The Victorian Age is famous for its industrial advances, puritanical morality, and its advanced space flight program. Space Flight? Well, according to Empire, who have adapted the Games Designers Workshop pen-and-paper RPG, Space 1889, to the Amiga with great success.

The plot commences with an overheard rumour about the location of King Tut's tomb. This prompts the party to travel to Egypt, which in turn leads to further adventures and subplots winding on Mars, Mercury and beyond. The character generation system is marvellous; skills are determined by professions which vary from the mundane to the bizarre. Each profession gives the player a unique set of abilitiesr: actors learn eloquence and theatrics and engineers study mechanics and science. Efective parties contain people with differing backgrounds, as a wide range of skills are needed to successfully play the game, with mental and practical skills as important as physical ones.

The Victorian era has been carefully recreated right down to the use of pounds, shillings and pence, although cash figures can be converted to pennies-only for those who find mental calculations tricky. As Great Britain was still the most powerful nation at the time, social standing is fundamental and characters range from the proletarian all the way up to the aristocracy. This determines wealth, and also effects, such as the way other people view the character.

Unusually, the emphasis is firmly on puzzle solving and interaction with personalities in the game world. Wandering around looking for a fight reaps next to no rewards, while talking (and frequently bribing) non-player characters yields information about the job in hand. The biggest drawback is the graphics – they're competently drawn, but the overhead movement screens are about as clear as British Rail's ticket pricing. Likewise, the sound is poor, but these failings are more than forgiveable in the light of the intriguing scenario and novel feel to the game.

*Space 1889* is by no means the best RPG I've played, yet I wholeheartedly recommend it for those searching for a game with an original concept and lashings of creamy playability and atmosphere. Tally ho, and God save the Queen!

**Mat Regan**

**CLEANSE THE STREETS!** While Earth-bound all the important action occurs in the cities. Any items discovered during the party's travels can be sold for cash or information if you discover a keen collector. This leads to the next quest, and so on, and the party gradually unearths hints concerning the other planets. In the glorious tradition of the British Empire, it's expected that the party will pay very little regard to the customs and feelings of aliens – be they extra-terrestrial or simply foreigners.

**EMPIRE £25.99**

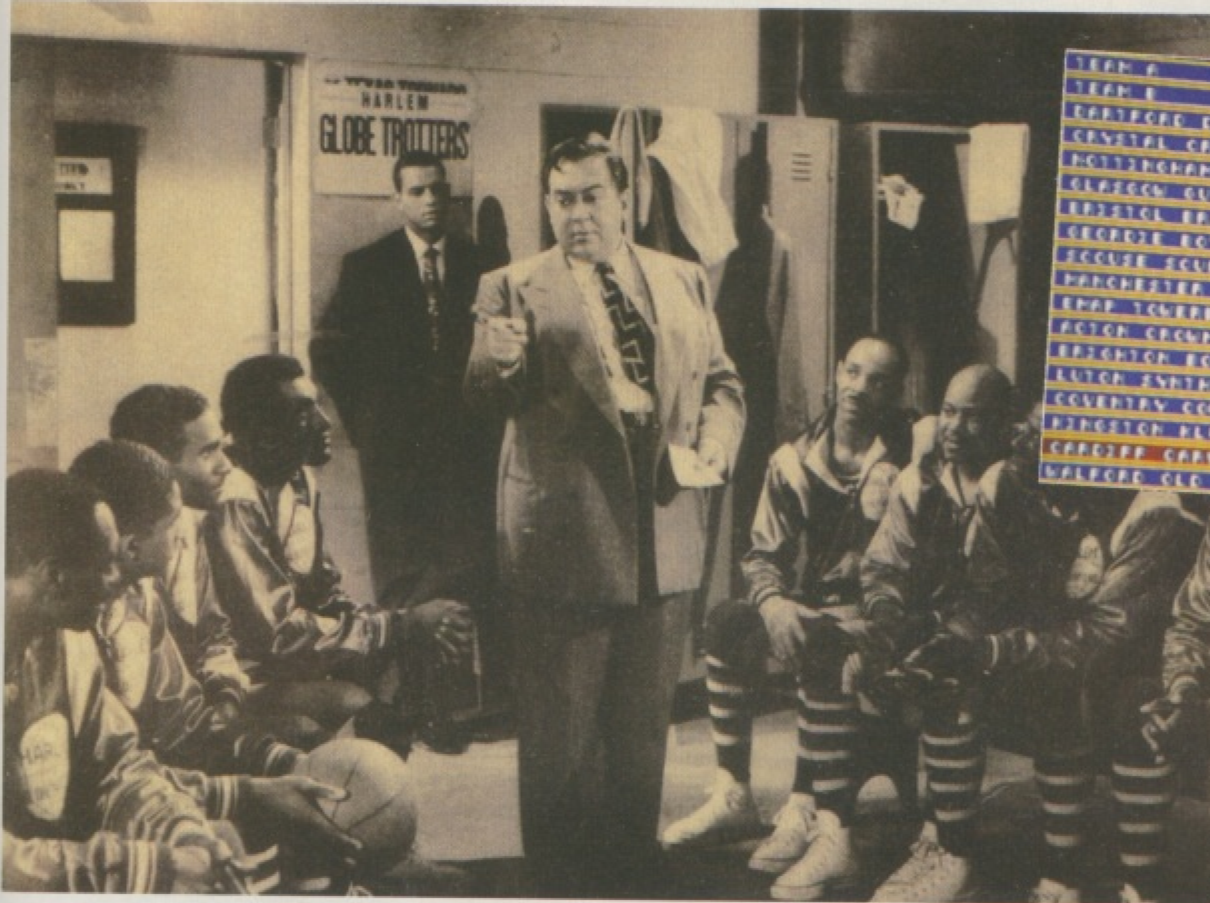
**"Eccentric and intriguing Role Player"**

| | |
|---|---|
| GRAPHICS | 75% |
| SOUND | 72% |
| LASTABILITY | 88% |
| PLAYABILITY | 84% |

**OVERALL 87%**

# TIP OFF



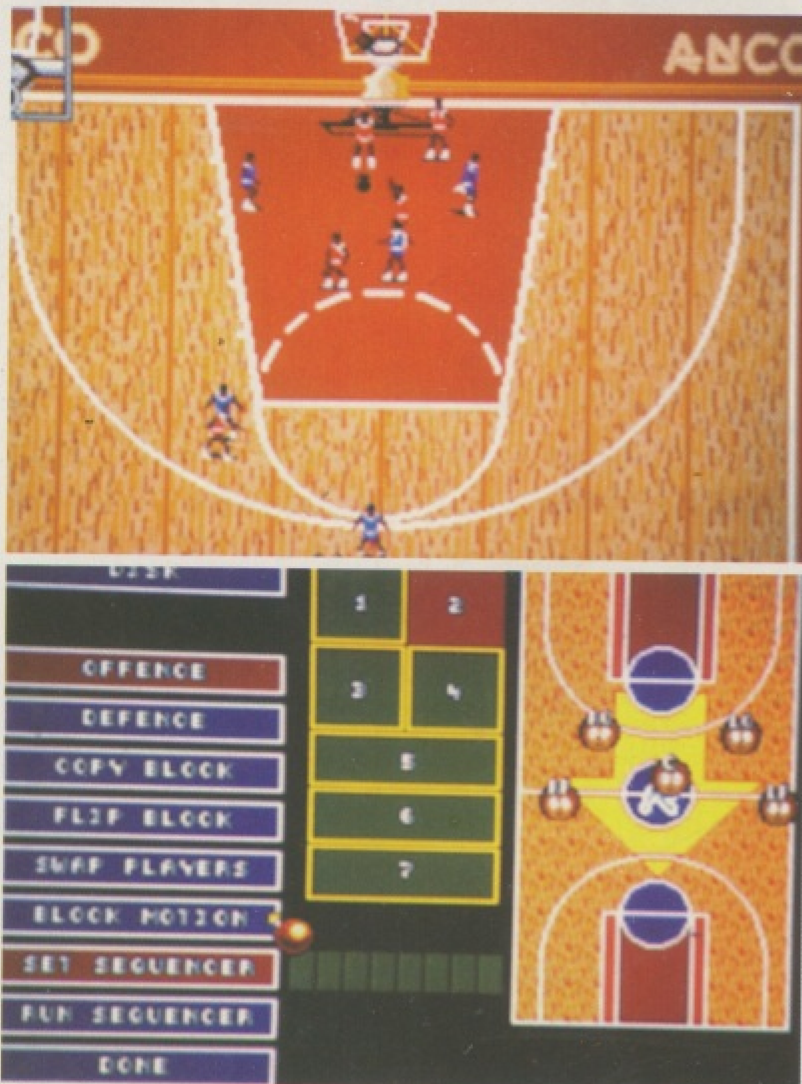




*Tip Off*'s options allow the player to choose between a managerial stance or a simple arcade game. Adopting the role of the manager, you will be forced to select and drop players and build a team that will battle their way to the top of the league. In addition, using a similar system, the length of the game and the style of the match can be selected from another menu screen.

Whilst the Amiga-owning world impatiently awaits *Kick Off III*, Anco attempt to bridge the gap with their foray into the world of Basketball. And, whilst it's by no means as immediately playable as *Kick Off* and its sequel, it is by far the best Basketball game to grace the machine. Actually, with competition limited to Cinemaware's *TV Sports: Basketball*, that's not saying a great deal, but *Tip Off* is probably the most playable home variety we are likely to see. In terms of graphical and presentation styles, we're in familiar land here, with programmer Steve Screech's tiny sprites once again adorning the screen, and numerous *Player Manager*-style option screens preluding the actual matches. However, the sound front has been greatly improved, with a sample-laden tune interrupting the load and the furious squeak of sneakers against wooden court complementing the action.

Everything within the game is joystick-controlled, with its many icons all available at the press of the firebutton. As well as the usual features we have come to expect – length of matches, choice of ref (although modesty prevents me mentioning the inclusion of a certain dashing Editorial Consultant who makes an appearance!), skill level, etc – the more strategic can also opt to lay down complex play moves, which your on-court team will then endeavour to follow. However, complicated as this may sound, the moves are easy to effect and follow, and don't get in the way of the main action at all – a major bonus.

The actual game itself is played over a series of court surfaces, with the players sprinting in from the right ready for the start – the 'Tip Off' for possession of the ball. In keeping with Kick *Off*'s sparse graphical style, the players are represented by tiny sprites, but on playing it becomes apparent that they are considerably more impressive than their footy-playing counterparts.




The tactics screen allows set pieces to be effected, which the players will then attempt to recreate during a match.

# TIP OFF

Depending on their direction and position on the pitch, these guys spin on the spot, poke the ball between their legs, or even dummy the opposition – all in perfect detail. Apparently, there's over 500 frames of animation per player, and in the heat of a match it's easy to see where it all went. Control over these miniature Magic Johnsons is simplicity itself, with the joystick activating 'steals', blocks and shots instinctively, depending on the player's vicinity to the ball. In addition, passing and shooting are equally simple, with the computer deciding who the best player to pass to is, and also gauging the accuracy of a shot from distance. The latter is indicated by an enlargement of the ring itself, along with an indication as to where the ball will hit it.

So how does it fare in the playability stakes? Comparing *Tip Off* to *Kick Off* and its sequel is grossly unfair as the two sports are so greatly different. Basketball is played over a smaller area, with more complex rules so, as a result, the game is slightly more disjointed than *Kick Off*. However, by ignoring a few rules (you can now pass back over the halfway line, for instance), Screech has tried to make the game more fluid. Personally, I think it works well, and that the game is both fast and easy to get into, but fans of the rough'n'tumble of *Kick Off* may be disappointed. Of course, this is a fault inherited from the real thing, so neither Anco nor Screech can be held responsible. A brave attempt which is bound to come as a slight disappointment after Anco's two Footy classics, *Tip Off* is still a playable and impressive game. Not quite a three-pointer, but it still scores with me.

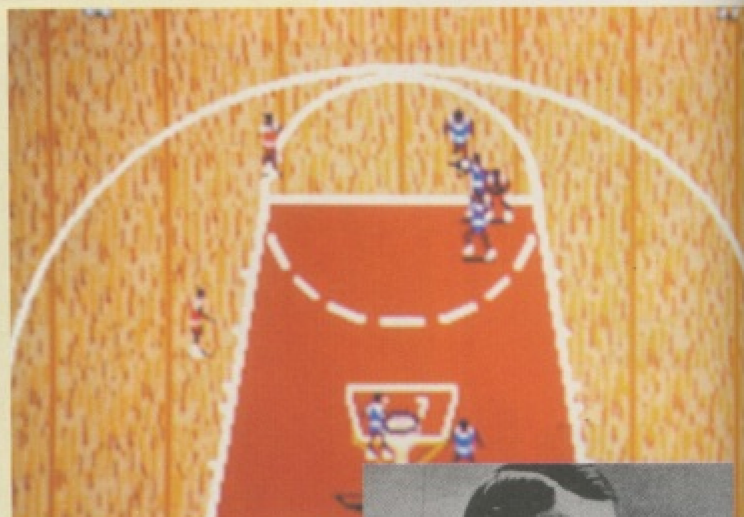
**Steve Merrett**

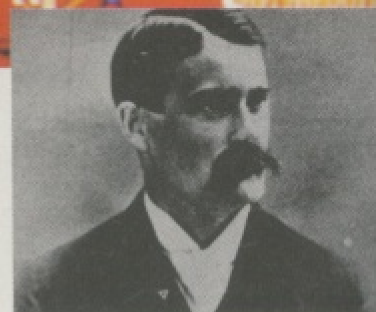
**COCK-A-HOOP!** Although it is widely believed that professional Basketball came into existence in 1949, along with the formation of the National Basketball Association, stories actually date its conception to fifty-seven years before that. In addition, the rules have changed a great deal since then, too, with the original game's 14-man a-side teams battling it out in a caged arena gradually evolving into the present 5-man teams and courts we are used to seeing today.

The seed of the idea lies with one James Naismith, a PE teacher from Montreal. Originally, Naismith's intentions were to promote Christianity within young men, and joining the local YMCA in the capacity of Physical Instructor, started to teach Baseball, Football and assorted Gym activities. However, due to the area's varying weather conditions, the class rapidly got fed up with the limited indoor activities available during the winter months. Consequently, Naismith came up with the idea of a fast-paced indoor sport and the germ of Basketball was planted. His first attempt at a simple ball-game was deemed a failure by the class members, so elements from Football, Rugby and even Lacrosse were added to give further pace to the new sport.

All the time the fledgling sport was evolving, Naismith was being scrutinised by the YMCA's higher echelons, who were worried about the time he was wasting developing it. However, with ball-play already determined, all that was needed now was to determine how each player could score 'goals'. Recalling a game he played in his youth, Naismith promptly decided upon a 'ring', into which the ball should be thrown. This decided, the sport grew slowly in popularity, changing gradually into the sport we know today.





Fouls can be switched on or off, with penalties the result of hard tackles.






The players react intelligently to the direction they are facing and whether they're running when the user wants to shoot or pass. Even though the sprites resemble Gulliver's Lilliputtian pals, the players are superbly animated, and can play the ball between their legs, turn and shoot, dummy a pass, or throw the ball using an overarm lob.

Shots are simple to pull off with the player either pressing fire to throw the ball, or pulling back on the joystick during a run to launch a longshot. The accuracy of the shot is shown as a close-up of the ring with an indication of where the ball will hit. The more central the ball, the more likely the shot will go in.

**ANCO £25.95**

**'End-to-end action in a well-designed sim. . .'**

| | |
|---|---|
| GRAPHICS | 78% |
| SOUND | 68% |
| LASTABILITY | 80% |
| PLAYABILITY | 83% |

**OVERALL 78%**

The majority of flight simulations have you whizzing around at excessive speeds blowing things up with your state-of-the-art war-plane. Now, from German-based Thalion, comes a 'proper' flight sim where you swap missiles for passengers and military fatigues for a pilot's cap.

As the Captain of a passenger plane, there's more to *Airbus* than just pulling the yoke and playing with the throttle. The first step on any journey is to plot the course, and to do this you need to input your destination, calculate how much fuel is required for the flight, and what route to take. However, before you even start the engines, calculations based on the cloud base, difference in air pressure and weather have to be entered to calibrate the plane's computer.

*A320* oozes accuracy and Thalion claim that anyone who can pilot their computer version is ready for the real thing. Included in the package is a map featuring international low-altitude routes, approach coordinates, restricted air-space and flight routes. This reveals the complexity of the sim perfectly and the incredible detail it contains. Most of the controls are based around the mouse, but the keyboard comes into play for the engines and occasional navigation functions. Surprisingly, though, these simplify what could be a very difficult landing process.

Basically, *Airbus*'s action is limited to taking-off, landing and pointing the plane in the right direction. This may sound a bit harsh, but the real skill comes in navigating and working the flight details before you take-off. Navigating is a complicated process which requires locking onto a beacon and planning your course to avoid other flights, bad weather and mountains. Once this is mastered you can graduate from training mode and take on a plane load of passengers. However, during the dull areas of inactivity, Thalion have added a 'time skip' key which allows you to bypass the boring in-flight movies and other routines of uninterrupted flying.

The A320 handles extremely well for a passenger aircraft, but don't expect it to be as nippy as an F15; try to be flash in one of these and you'll wind up hitting the ground – fast. Additionally, because the plane takes a long time to respond, you'll have to think a few seconds ahead to make sure you

# A320





Your Performance:
Bank: 180
Vert.Speed: 0
Heading: 79
Nr.of Touchdowns: 1
Final T/D Point: 0
Fuel Calculation: 0
Overall Rating: (in Percent) 0
CRASH REASON
PITCH
SINK RATE
Airbus A320 by Rainer Bopf 1990

The graphics and animation for *A320 Airbus* are superb, especially the hazing effect of flying through banks of cloud.



straighten the aircraft. This is particularly true of making a landing, as last second corrections are vital. There's an instrument landing system (ILS) which must be used to find your glide-slope, but the last 30 seconds or so of an approach have to be done visually.

A series of well-designed screens lead you through the setting up of your flight, and the checking of the weather conditions. The cockpit layout is neat, with all the relevant instruments clearly displayed. Because the Airbus is a modern plane, most of the readouts are situated on a monitor, rather than a bank of dials which are usually common in commercial aircraft. This also comes across well in the computer version, although you can only input numbers through a fiddly on-screen numeric pad, which proves awkward to use.

In terms of presentation, the graphics and sound are simple, but very realistic. The engine effects consist of a few samples which change pitch according the how much throttle is being applied. Similarly, the graphics feature minimal and bland scenery, punctuated by the occasional special effect, such as the hazing when you go through a cloud, adding to the realism.

*A320 Airbus* is a very good simulation. It's both extremely detailed and accurate, but unless you're really into this kind of 'hard-core' sim, you could find the appeal wanes quickly. Had there been a disaster mode which caused the engines to cut-out, cabin pressure to drop or lightening to strike, the game would have much greater appeal. As it stands, though, this is most certainly the game for wannabe British Airways Pilots and realism freaks.

**Mark Patterson**

**AIEEEE! WE'RE GOING TO DIE!** Anything can happen when you're trapped in a plane at 40,000 feet, or so American writers would have us believe. William Shatner, playing a priest, battled the Devil on a 747 in Terror at 30,000 Feet. After freeing several people from demonic possession, the evil one got the better of him, and a very crude cardboard cut-out of Shatner on a chromakey background was seen plummeting from the aircraft.

Airport '80 – The Concorde was a disaster of a movie. Terror strikes a good-will flight to Russia for the 1980 Olympics. As the plane depressurises an arms dealer runs round destroying evidence that links him to dirty deeds. As a rule, if you board plane with a nun, a pregnant woman, an alcoholic doctor and a seedy looking man in a black roll-neck and glasses, you'd better get a ticket for the next flight, because these are the perfect ingredients for a disaster movie.

**THALION £25.99**

**'High-flying simulation that's big on detail. . .'**

| | |
|---|---|
| GRAPHICS | 79% |
| SOUND | 80% |
| LASTABILITY | 80% |
| PLAYABILITY | 84% |

**OVERALL 81%**

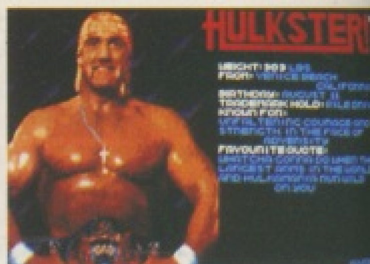
# AIRBUS



It's quite refreshing to get behind the joystick of a civilian aircraft after having battled the Hun in *Knights of the Sky*, flown a Soviet fighter in *MiG29*, and taken on the 'Other Side' in *F15-II*. And if you thought that lot were complicated, just wait until you fly this baby!



# WWF


The comprehensive fighter-select screen at the start of the game.

Wrestling is something that we in this country find hard to appreciate. Oversized baldies in cheap makeshift togas tussle each other to the floor whilst old grannies wave umbrellas and throw rolled-up bits of newspaper into a ply-board ring. However, in America. it's a totally different story. Beer bellies are replaced by finely-toned gargantuan physiques, and the pensioners fight for ringside seats with adults and children who sport their latest hero's face on placards, T-shirts and moulded rubber masks. Yes, WWF is big business. And so, as most things do these days, Wrestlemania has crossed the Atlantic and become the latest craze on our shores. Ocean's game takes the most popular characters from the Federation and separates them into good guys and bad boys. Naturally your choice of characters is made from the former category.

With each hero comes an individual set of moves and statistics. Weight, birthday, favourite sayings and best move are all listed, and all that's missing are their star signs. The first wrestler is Hulk Hogan, the definitive WWF star, who just loves to tell you that he has the biggest arms in the world and that very soon they're going to be squeezing the excrement out of you. British Bulldog is less outspoken, but no less outrageous, and his special move has his opponent scooped-up and power-slammed to the canvas. The last choice of wrestler is The Ultimate Warrior, who looks like an ex-member of rock band KISS. He likes nothing better than to cuddle up close for the Gorilla Press.

The game has two modes: Competition and Practise. The latter is vital for learning all the joystick and fire button combinations. Although


The large sprites are surprisingly well-animated, and the moves are smooth and easy to access and pull-off.

## IT'S SHOWTIME

**Some effort has been made to recreate the kind of atmosphere these bouts evoke in the States. At the beginning, overhead views of the ring and remote-controlled spot lights scan the audience and flick over the arena. The wrestlers are then introduced and have a slight slanging match in which you are offered a choice of responses. The audience cheer and the big fight eventually begins.**





After the pre-match hype, the talking stops and the action begins with each wrestler leaving their corner. The first one to grapple their opponent to the floor wins.

*WWF* is billed as a two-player game this is only possible in Practise mode and only one of you, the good guy, can choose the character to use – the opponent will always be Mr Perfect. Get used to the large sprites, develop some good combinations and fighting tactics, and then take on the first of the five pro grapplers: Mr Perfect, Warlord, Million Dollar Man, The Mounty and Sgt. Slaughter.

During the five minute contest the aim is simply to reduce the opponent's energy bar by knocking the hell out of him, get him on the canvas and hold him there. Sooner or later you're going to get in a clinch, a stand off where both of you grimace face-to-face, straining to go one way or the other. The only way out is to waggle your joystick from left to right faster than the opposition, picking him up and hurling him across the ring. And there's action outside the ropes, too – there's always a handy chair to smack over someone's head. Apart from this there's nothing more to it. Not bad fun for those young enough to think the real thing's authentic, but it becomes a touch tedious for the rest of us.

**Steve Keen**

**OCEAN/TWILIGHT £25.99**

**'Fun but limited game for young 'uns only. . . '**

| | |
|---|---|
| GRAPHICS | 75% |
| SOUND | 65% |
| LASTABILITY | 69% |
| PLAYABILITY | 78% |

**OVERALL 76%**

# WOLFCHILD

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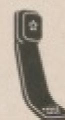
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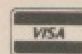
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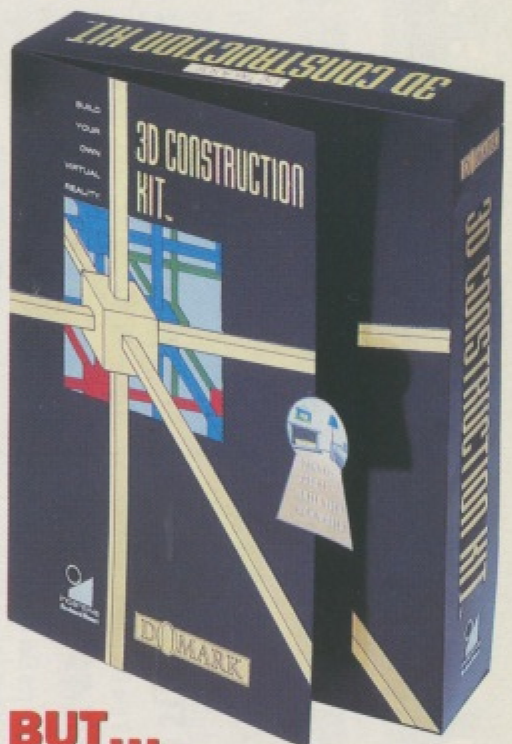


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# RULES OF ENGAGEMENT

Science fiction games have traditionally concerned themselves with interstellar conflict, and Mindcraft's *Rules of Engagement* is no exception. By the 24th century, the Federated Worlds have grown, expanding through known space, and are now meeting hostile resistance from a mish-mash of alien races and rebel forces. Sound familiar? Apart from being a scenario uncomfortably close to a multitude of other sci-fi games, *ROE* draws from Star Trek for most of its inspiration. Having failed the test for originality, does *ROE* have what it takes to be a valid contribution to your games collection?

On opening the box, the thick wad of rules can be found. To be fair, the rulebook is laid out in a linear fashion, and the first chapter is a very helpful warm-up tutorial.

Once into the game, its sophistication and depth become apparent. A series of menus and selection screens guide the player through the myriad choices and decisions required of a Fleet Commander. Send an order and the subordinate commander receives and acts upon it some time later. Some captains even choose to ignore commands; this realistically illustrates the 'fog of war' problems faced by commanders.

The dull graphics may turn away many cynical players, and it's true that they have all the visual splendour of an amateur drama production, but with so much information to supply it's hard to see how else they could look. A control panel at the top of the screen uses icons to accesses sub-menus, and everything is entirely mouse-driven.

It doesn't take long to learn the system, although keeping track of all the variables can be a pig. As mentioned, multi-ship operations are the trickiest – it's hard enough putting your own ship through its paces, let alone three others. Likewise, everything moves in real time, so there are few opportunities to sit back and relax, except when your armada is en route to an enemy location. Combat is a very complicated business with both ships blasting, circling and trying to hammer down the enemy's shields for a killing blow. At times like these, it's best to put trust in your captains and leave them to their own devices.

Trekkies will be glad to know that nearly all the sound effects in the game have been inspired by Star Trek. Communicating with other ships causes a whistling sound to make Spock proud, and firing the Enhanced Beam Weapons will bring a tear to the eye of any Roddenberry fan.

But the game is just too complex. During combat, manouevring, fighting and defending are too demanding, forcing the player to concentrate on one instead of all three simultaneously. ➤

**The array of menus and charts may not be visually exciting, but manages to provide a great deal of information in a small space.**

***Below:*** **It's worthwile checking out the opposition, because some races fight with certain styles – giving you that extra edge in combat.**

RULES OF
# ENGAGEMENT

➤ The combat movements are similarly tricky. 'Halt' is a waste of time until the opponent is rendered harmless, and 'Position', while providing the good guys with plenty of chances to fire, unfortunately does the same for the enemy. 'Shadow' keeps you relatively out of harm's way, but trying to get a fix on the enemy is slippery work indeed.

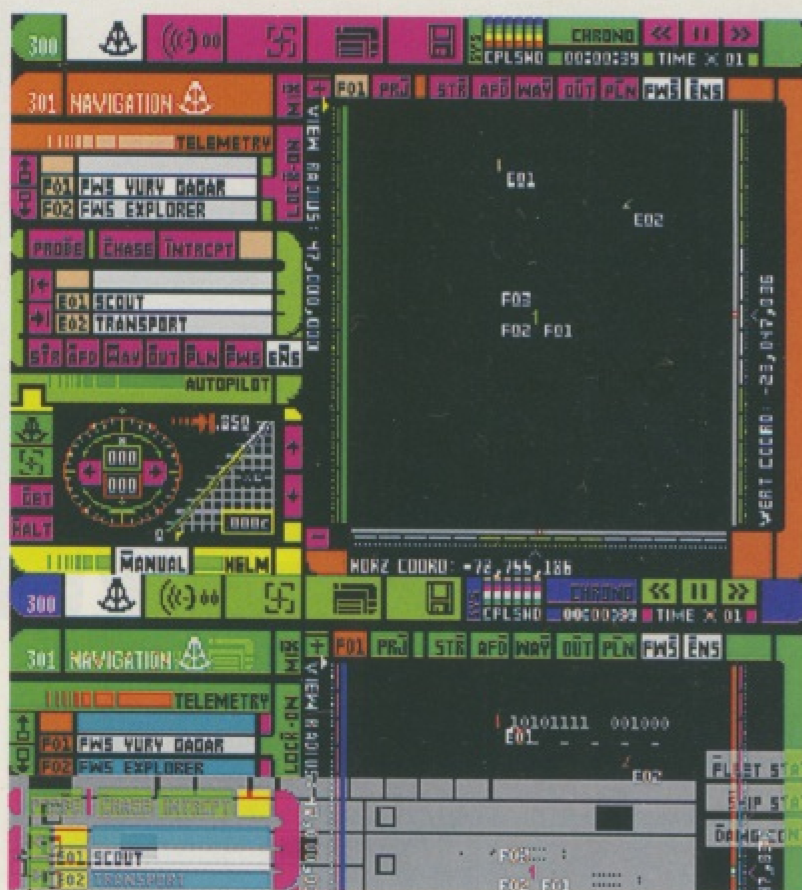
The missions are helpfully classified according to difficulty, and strategy tips are included for good measure. Apart from the obvious ship combat, patrols and outpost assault have been included – the latter being especially enticing with the IGS link. A full mission creation facility adds to the already impressive long-term appeal of the game, and it's a shame that there's no facility to link two Amigas and battle it out with a human opponent. Despite this, the emphasis is on running succesful campaigns, nursing your alter ego through the

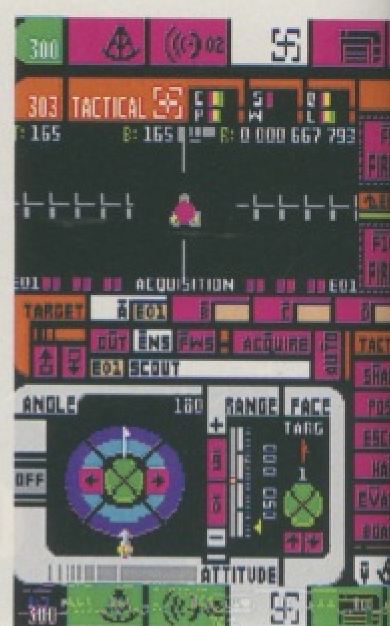


scenarios whilst gaining promotions and decorations – and with three difficulty levels and 21 scenarios, I defy anyone to finish this quickly.

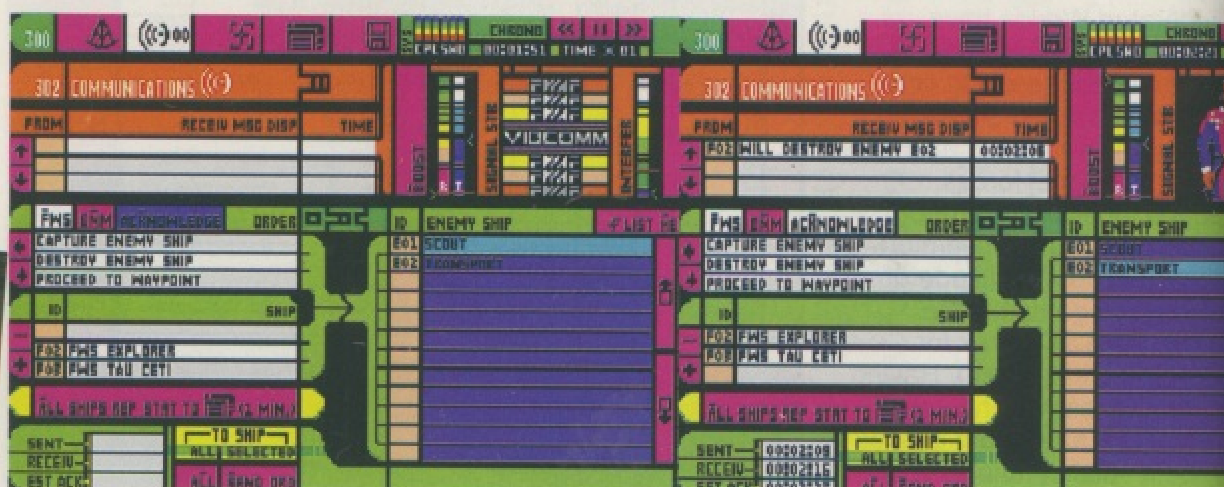
I was happily surprised by *Rules of Engagement*. So many space combat games of late – such as *Starflight II* and SSI's *Renegade Legion Interceptor* – have been disappointing that it's a pleasant change to find a good example of the genre. The graphics may be discouraging, but they give the player exactly what he or she needs to get stuck into the game. Nevertheless, I wouldn't recommend this to novices or those who like simple-minded blasts, but for those who are hungry for a slick and playable space combat simulator, this is easily the best around.

**Matt Regan**




***Above***: **The combat screen. The target's locked, but is still outside effective range. The navigation screen (*left*) shows the relative positions of the space craft before closing to fight, while (*below*) orders are issued to the rest of the fleet.**






**The game draws its approach from Star Trek, but adds some great touches that put it in a class of its own. The commander above, in control of FWS Explorer, tends to follow orders accurately, but you can't rely on all your subordinates to this extent – I guarantee you'll tear out your hair the first time someone uses their 'initiative' during a fight and scarpers!**

## ONCE MORE INTO THE BREACH

**Boarding actions in *ROE* are handled by the computer, which controls the two sides and informs the player of the result. There's little the player can do to influence the outcome except for using experienced troops for the battle. However, *ROE* is part of the Interlocking Games System (or IGS for short), which means that owners of *Breach 2* from Impressions can make troop combat far more exciting. When troops enter an enemy vessel or outpost, the game loads in *Breach* scenarios, allowing full control over every squad member.**

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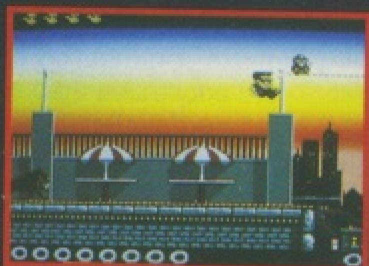
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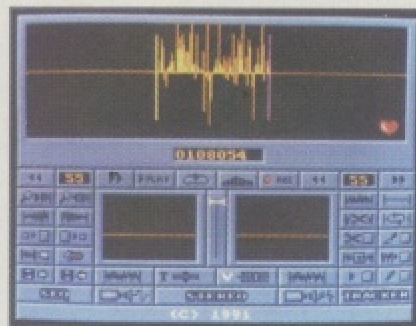
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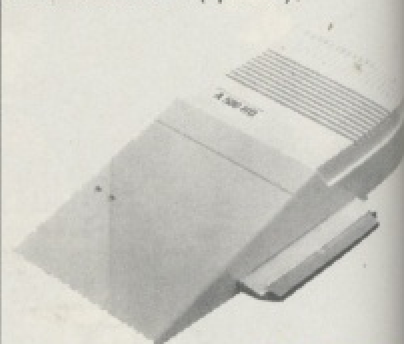
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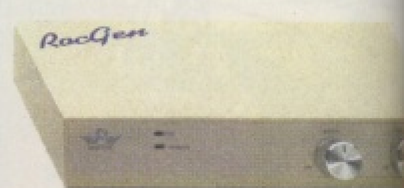
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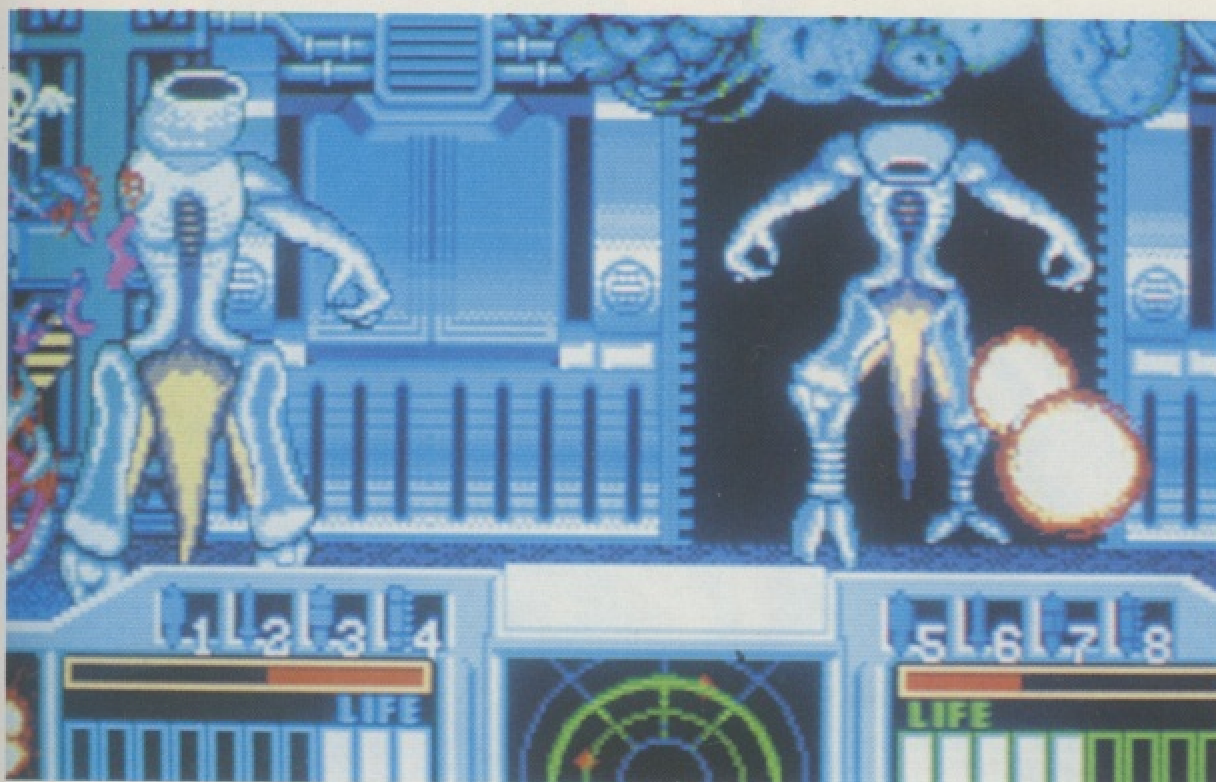
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The Aliens take the form of massive multi-limbed reptiles and insects and require several shots before their limbs fly off.

# SPACE GUN

After the formula worked so well in *Beast Busters*, Ocean's conversion of Taito's *Space Gun* once again uses the same mix of the horror genre and the ever-popular *Operation Thunderbolt* game-style. Thus, in a scenario straight out of James Cameron's Aliens, the player is left to wander the apparently-empty corridors of a dark base in search of numerous trapped hostages, armed only with a pulse laser and a limited supply of grenades. Whilst the gameplay offered nothing new, though, the *Space Gun* coin-op simply oozed atmosphere, and this conversion recreates it

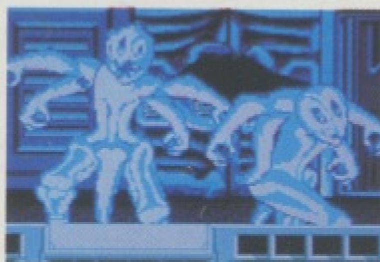


perfectly with ominous heartbeats and eerie squeals following every movement.

*Busters*' veteran, Henry Clark's conversion features all the gruesome explosions and strange creatures that graced the coin-op, along with other new features the machine introduced. For instance, whereas *Operation Thunderbolt* and its many clones force the player to follow a set route, *Space Gun* occasionally throws up a choice, with the player







Extra weapons can be collected by shooting the game's many crates and then blasting the required item.

allowed to select one of two routes during key sections of the game. One noticeable loss from the arcade parent is, unfortunately, inevitable, though. Whereas we're all used to seeing Uzis stuck on to the front of game cabinets, the *Space Gun* machine housed two futuristic rifles which sported an impressive pump action to load in your many freeze grenades, smart bombs and fireballs. On the Amiga this has given way to the right mouse button which, whilst it is every bit as effective, just isn't the same somehow. However, to give Ocean and Images their due, they have made the game compatible with Trojan's Light Gun, adding to the fun immensely – somewhat surprisingly, it also proves to be very accurate, too.

Having selected a one or two-player game, the game opens with the player moving slowly into the shadowy corridors ahead. As can be expected, this is typical *Op Thunderbolt* territory, except that the dark secretions the Aliens have left on the walls and the general feeling of gloom that the graphics and sound give, raise the game above even *Beast Busters* in

# SPACE GUN

terms of atmosphere.

With the mouse guiding your cross-hair, the game's many aliens start to appear from the distance, and pressing the left mouse button sends a stream of laserfire towards them. These nasties range from the expected facehugger clones to a variety of multi-armed reptiles and ant-like creatures. Contact with these saps your already-limited health – represented by a set of red, dripping claw marks across the screen – so they must be shot before getting too close. However, as the game progresses, they get harder to kill and care must be taken not to wound any of the hostages within a level.

Each level winds its way through a separate section of the base, past multi-floored decks – complete with gaping acid holes in the floor – and eventually to the escape shuttle which represents the end of the game. However, should all the hostages within a level be wiped out or your energy and credits fully depleted, your mission will be prematurely ended. Likewise, in the final battle within the shuttle, if too many of your shots slam into the ship's cockpit, the craft will be rendered unusable and your mission deemed a failure. *Gun*'s levels scroll smoothly in the four compass directions as you pad through the base, and the graphics change accordingly as you get nearer the heart of the Aliens' lair. Also, blocking your exit to the next area are a series of larger mutants who, in time-honoured fashion, must be shot repeatedly until they eventually explode. Graphically, though, these guardians are nothing short of stunning, with huge tentacled creatures dominating the screen or legions of smaller creatures making an appearance – brilliant stuff.

Although there are only a few additions to the tried and tested game-style, at least *Space Gun* offers fast and uncompromising gameplay.




Occasionally, as a hostage runs towards you he mutates into an alien – so be prepared.

**THE SQUEAL THING** *Space Gun*'s sound is simple but very effective, with a thumping heartbeat and numerous sampled Alien squeals accompanying the action. As the player gets closer to the guardian, the heartbeat starts to speed up, and whenever the player concedes a hit a loud groan signals the loss of energy. Plus, whenever an Alien egg or a breakable object is hit, there is a loud splat or crashing noise. The game's sound was handled by Images' veteran, Matt Simmons, who sampled the effects from the coin-op before reproducing them using *Noisetracker* on the Amiga. Bearing in mind how well they add to the atmosphere, it is even more surprising to learn that they take up less than 50K of the complete code.





Everything from the coin-op is there – including the brilliant scene-setting intro.




As the aliens attack, their energy-sapping hits are represented as bites and scratches on screen. You begin the game with a series of lives, the length of which are determined by energy bars.

The attention to detail adds a certain edge over others in the genre, with plasti-glass doors shattering, and humans mutating into Aliens whilst others scurry across the ceiling. One fault I will levy, though, is that the action doesn't vary a great deal, but the continuous changing of the backdrops (which includes a jeep ride across the planet's surface) and the multitude of new Aliens ensures that it will keep your interest. I am a major fan of the coin-op, and this is the best conversion anyone could possibly have hoped for. Very few details have been lost considering the Amiga's relatively-low specifications compared to the arcade game, and this makes for a solid – if unoriginal – shoot 'em up.

**Steve Merrett**

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**'A good conversion of an excellent coin-op'**

| | |
|---|---|
| GRAPHICS | 85% |
| SOUND | 90% |
| LASTABILITY | 78% |
| PLAYABILITY | 84% |

**OVERALL 84%**



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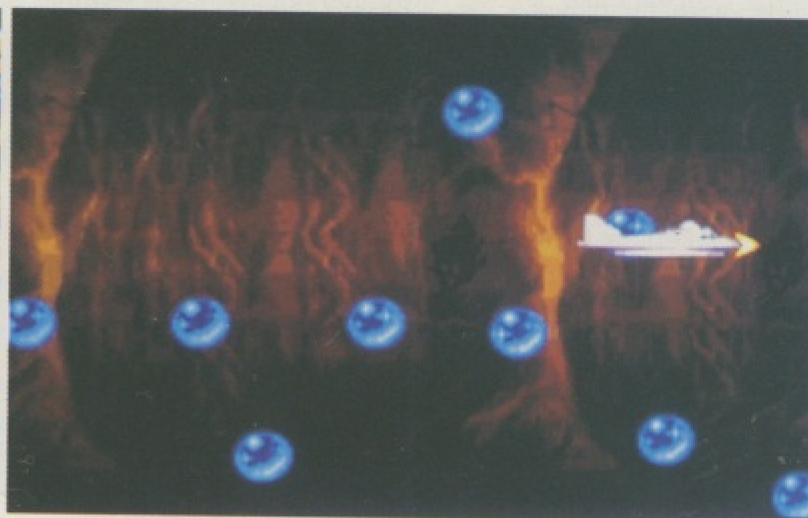

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# FANTASTIC VOYAGE





If the name of Centaur Software's new shoot 'em up sounds familar, that's because it's based on the Academy Award-winning film of the same name. Made in 1966, Fantastic Voyage starred Stephen Boyd, Raquel Welch and Donald Pleasance in a battle against time to save a dying scientist. In true Cold War-style, the defecting professor had been badly hurt in an assassination attempt by the 'other side' (ie the commies). Suffering serious brain damage, the dying man is vitally important to secret tests being carried out into miniaturisation, and the powers-that-be decide to shrink a mini-sub and its crew to microscopic size and inject them into the man's circulatory system to destroy the clot in his brain.

Such B-movie pretentions were at odds with the film's lavish special effects, which won the movie an Oscar. Much the same can be said of the game. Although the graphics are superb, the actual gameplay is pedestrian and uncreative. The scenario follows the film almost to the letter. The game begins in an artery near the neck of the patient. Controlling the submarine, Proteus, you have to guide the miniature vessel through the maze-like byways of the human body, avoiding antibody cells and other defence systems, in an attempt to reach the brain and destroy the blood clot with a laser. Along the way, nine pieces of a circuit board have to be recovered in order to operate the laser, as well as fuel and oxygen pods to keep Proteus operational. Failure to do so will result in either the ship exploding or its occupants turning a very dark shade of blue!



**The push-scrolling technique used in the game is a little off-putting at first, especially as it's difficult to see what's coming up next.**

There are three difficulty levels to choose from (Beginner, Advanced or Pro) and these determine how many hits the Proteus can sustain. Starting with three lives, with two continues for added longevity, the ship can move in eight different directions via the joystick.

In all, there are three huge levels to navigate, all made up of intricate passageways through the human body. The first involves what look like massive flying marshmallows which, I'm reliably informed, are antibodies, together with cancer cells and other miscreant nasties. Most of these have been based on electron microscope photographs of the interiors of blood vessels and cells, although some are obvious flights of fancy, especially when they start shooting back. Level two is even more bizarre featuring organisms based upon 'tracks created in the bubble chamber of particle accelerators when they are subjected to beams of sub-atomic particles'. Sure guys, but they still look like marshmallows to me! After collecting all the microchips and completing the last level, it's off to fry the blood clot and complete the mission.

Graphically, *Fantastic Voyage* is superb. The area immediately surrounding the vessel is illuminated with the rest of the screen masked in varying degrees of darkness. The programmers have also used the effect first seen in *Battle Squadron*, which distorts certain parts of the screen and causes a liquid-like ripple . Here it's used to brilliant effect and at times it almost seems that you are indeed piloting a ship down a human artery. Despite the flashy graphics, there's no hiding the fact that the gameplay is a bit 'tired' – the ship moves at a snail's pace and it's easy to avoid the on-coming bio-slugs and attack waves. To some extent this is excusable as the variety of bio-beasts on the loose is superb; it's just a pity that the overall design is a bit sloppy. The film set the medical crew a time limit of sixty minutes to complete their mission before they grew back to real size. A similar time element introduced in the game would have given a certain urgency to the proceedings, but as it stands, there's nothing here to set the pulse racing.

**Dan Slingsby**

**SOUNDING OFF** **The sound effects are disappointing and sound almost 'tinny'. The metallic thud of the laser fire as it crashes into the surrounding caverns isn't exactly how I would have imagined it to sound. However, the music option is extremely atmospheric, consisting of a cacophony of swirling electronic noises strung together with a psychedelic wall of sound. And it lasts for an impressive 23 minutes before looping.**

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| LASTABILITY | 60% |
| PLAYABILITY | 69% |

**OVERALL 71%**

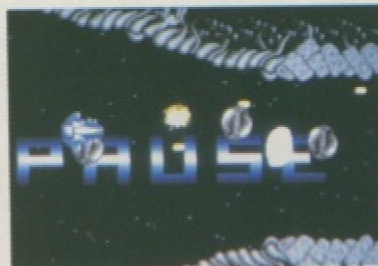
# CARDIAXX

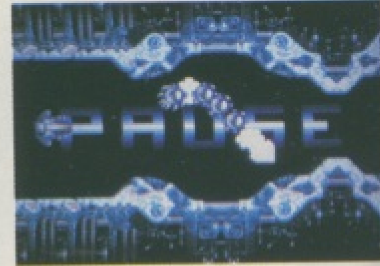
Whilst everyone wants their shoot 'em ups to be fast, *Cardiaxx* goes from the sublime to the Cor Blimey! It is obvious from the minimal gameplay that Electronic Zoo have seen how fast the Amiga can scroll and based a game around it. The result is a frenetic and relatively playable blast which, sadly, doesn't contain enough meat to keep the player interested. A variant on the *Armalyte* theme, *Cardiaxx* pits the player against the might of the Cardiaxx empire within a two-way-scrolling play area. Within this area a series of alien attack waves and guardians appear and these must be taken out before the ever-decreasing time-limit expires. And that, dear reader, is *Cardiaxx*.

The game is split into four areas, within which the player must exercise their trigger finger and reflexes, whilst leaving their brain in neutral. These levels, despite the addition of bas-relief or organic backdrops, are pretty much alike with the player destroying one wave of Cardiaxx fighters before using their on-screen indicator to locate the next. I have a feeling that Electronic Zoo were hoping that the nail-biting speed of the game would trick the player into ignoring the lack of variety, but it actually has the opposite effect. Providing that the player survives the almost inevitable energy-sapping collisions with the enemy, they eventually reach a pair of guardians (who remain the same throughout the game – whatever happened to variety?) and who block access to the next level. Following a short space-bound sequence, the next level is then entered.

Like so many games from the shoot 'em up genre, *Cardiaxx* is initially very playable, and the urge to have another crack is akin to all those 8-bit games we so fondly remember. However, once the first level has been beaten and the ensuing space scene passed, the repetitive levels erode any further interest. If larger space bases or extra background detail was added, perhaps this would have helped, but I suspect that this would have slowed it down considerably. As a budget release, I would have no hesitation in recommending *Cardiaxx* as it is perfectly suited for the odd blast whenever the need to do some damage arises. Unfortunately, as it stands, twenty-six quid is too much to pay for such limited carnage.

**Steve Merrett**

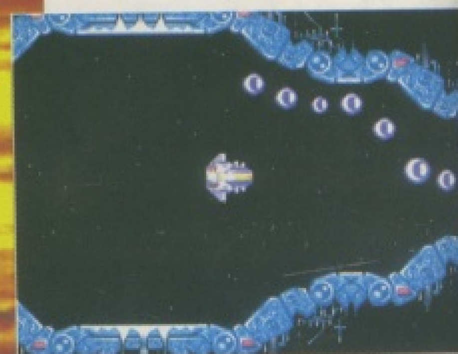



As the alien droves make an appearance, digitised speech informs you whether they are to the left or the right.

**FAST'N'FURIOUS** Creating a good balance between speed and longevity within the limitations of the shoot 'em up is extremely tricky. With *Cardiaxx*, it is only the lack of variety that causes the problems and, to date, only a few blasters have bridged the gap. The C64 was choc-a-bloc with top-notch shoot 'em ups, with Andrew Braybrook's *Uridium* and Cyberdyne Systems' *Armalyte* regarded as true classics. Thus, with the Amiga's faster processing speed and far superior capabilities, surely we should be up to our necks in speedy blasters? Nope. The problem apparently lies with shifting backdrops and numerous sprites at speed, as even the Amiga has problems doing that. Thus, it is far easier to slow the games down and concentrate on the game's look rather than opt for a sparse but fast game. However, this is by no means a bad thing as past hits such as *Z-Out* and *Denaris* prove.





Identical end-of-level guardians appear throughout the game.

**ELECTRONIC ZOO £25.95**

" Thinner in content than Paul Daniel's scalp ... "

| | |
|---|---|
| GRAPHICS | 72% |
| SOUND | 79% |
| LASTABILITY | 41% |
| PLAYABILITY | 80% |

**OVERALL 63%**

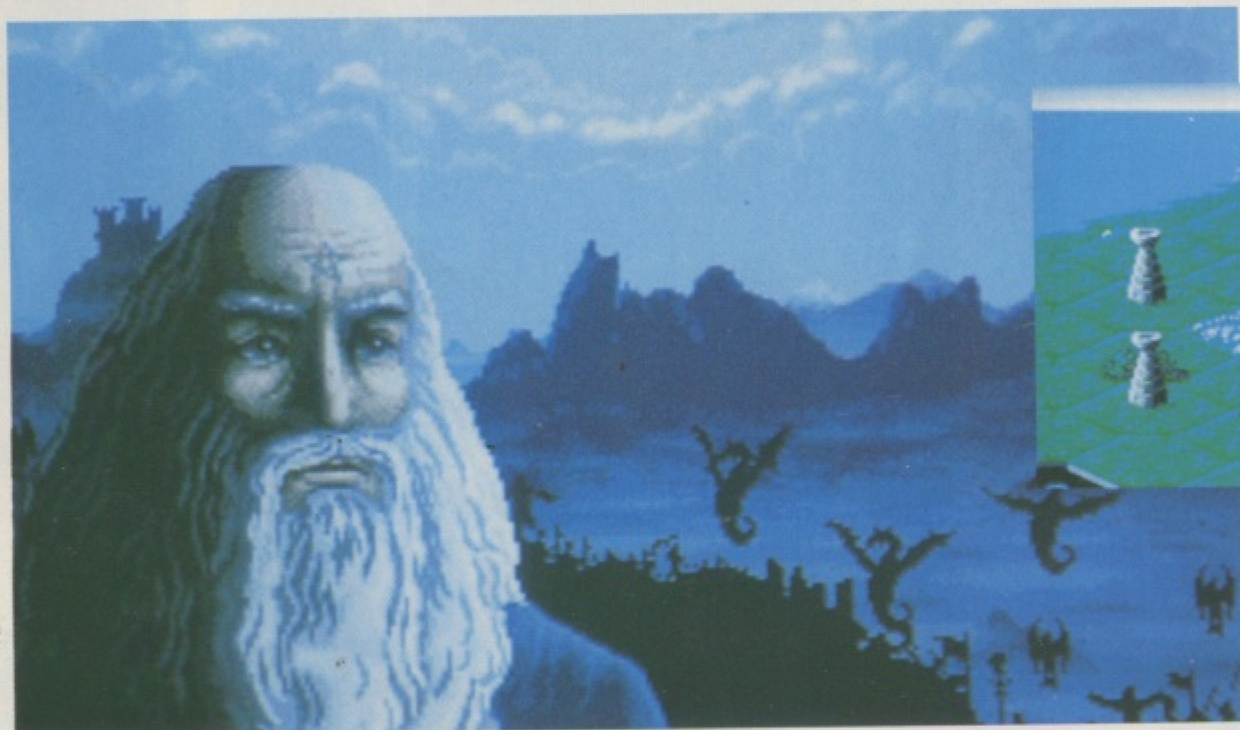
Hidden somewhere in the instructions for *Celtic Legends* and the usual mystical tosh about long-forgotten kingdoms, unicorns and dyslexic dwarves is a highly playable slice of strategic combat gaming.

The scenario for this French-programmed game revolves around two wizards, Sogrom and Eskel, involved in a titanic battle for power after the demise of the world of Celtica's original ruler. It is a classic case of good against evil, with the winner taking all the spoils. The conflict is set on the island archipeligo of Rochebrume. There's a choice of two islands to wage your campaign on, each of which is divided up into hexagonal grids and which act as 'playing squares'. In fact, as *Celtic Legends* unfolds, it has much in common with board games like chess and, less abstractly, Risk as it does with role-playing.

The action takes place across two screens: one for the strategy element of the game, the other for the tactics or action. Having chosen an island to fight on, you move to the strategy screen. This is divided up into a small window depicting the island, and a larger magnification of the area you are concentrating on. Each wizard begins with a finite number of legions composed of creatures with a variety of combat power. These can be split or moved whole around the playing area. Each move costs a number of points, limiting the amount of ground you can cover with heavy units using more points. It is possible to construct castles from the strategy screen, but these cost magic points and



# CELTIC LEGENDS





The play area is split into a series of squares, within which the characters move. Each move within these costs the player a number of points, thus limiting your options if spells are to be cast.

The moves are effected from a special selection window and, from here, the player can designate where to put their magicians and soldiers for optimum effect.





magic points are the key to *Celtic Legends*, as they determine the power of each particular wizard.

Each player has a turn on the strategy screen, moving his units into positions of strategic power and challenging the opposing army as it attempts to build up power and control the island. When you're satisfied that you've set your strategy you wait for the other player or the computer to make their move. This generally results in a small or large scale conflict, taking you to the area of combat and putting up the tactical screen.

Legions are composed of foot soldiers, dragons, cyclops and magicians. Each has a certain amount of strength and stamina in battle when it comes down to straight hand-to-hand combat, but the best approach is to use magic to overcome the opposition, saving your troop strength and protecting your key players. Both magicians and troops are limited by a number of factors displayed down the left-hand side of the screen. Hit points simply determine your ability to carry on; magic level denotes just how many spells you can use; experience shows your level of experience which, as it increases, boosts you spell knowledge; action points denote the number of actions possible each turn; strength shows the amount of damage you can inflict with a blow and dexterity shows just how good your chances of hitting the target are – this is particular crucial in spell casting because wasted spells mean wasted opportunities.

Pentangles situated on the islands allow you to create new characters, while the game can be thrown randomly when savages on the island attack either side without warning.

*Celtic Legends* is an entertaining slice of fantasy combat, that combines some nice animation, action sequences and sound effects with a serious amount of strategy. Each of the characters is readily identifiable and the islands are given character and variety with mounds, castles, swamps, and trees. The only reservation which exists about it is that its role-playing element is restricted. If you compare it to some top-of-the-range D&D games you get the interaction and the exploration combined in the package. There again if you only ever play them for the combat then *Celtic Legends* has more than enough depth and variety to keep you going.

**Mike Pattenden**

**SPELL CASTING** **There are some 15 spells which come into use during the game. These grow as you gain experience and accrue magic points. Since each spell cast costs points you have to budget your actions accordingly. At the lower end there are simple spells like fireballs which only cost five points, but the stakes rise as you begin to cast spells like contagion (which sends one of your units over to the opposition carrying a deadly plague), or lightning which zaps them with a particularly effective bolt from the blue. Other spells allow you to heal your own men or teleport out of trouble. Some of the spells can be blocked by natural objects in their path so it pays to manoeuvre the enemy so you have a clear 'shot' for something like a fireball.**

**UBI SOFT £30.99**

**"Involved strategy game owing a debt to Risk"**

| | |
|---|---|
| GRAPHICS | 78% |
| SOUND | 79% |
| LASTABILITY | 81% |
| PLAYABILITY | 82% |

**OVERALL 80%**

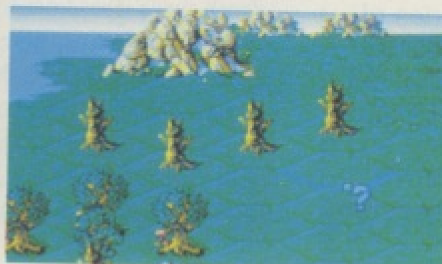


Your magic level is essential to success, and the more power you have, the more devastating any spells cast will be – be careful not to waste your limited power, though.



**SPELL CHECK**

**FIREBALL** Effective at its cost (five magic points) but only useful against weaker opponents. A clear shot is necessary.
**CLUMSINESS** Reduces opponents' skill in combat.
**WEAKNESS** Weakens the victim, diminishing the damage he can inflict. In large doses it will cause death.
**INEXPERIENCE** Causes the object to lose all experience it has learned in previous battles – particularly effective on magicians.
**FORGETFULNESS** The victim totally forgets all his magical knowledge.
**VICIOUSNESS** The victim suffers from a violent illness, losing combat points every turn.
**CONTAGIOUSNESS** A virus that can be passed on to the opponent's entire army, depleting them of their strength.
**INVISIBILITY** Subtracts time from enemy attacks since they can't locate you to attack.
**CARE** Allows you to heal sick or wounded units.
**VAMPIRISATION** Sucks the victim's energy, but only to be directed at warm-blooded adversaries.
**PARALYSIS** Stops the victim from moving, making it easy prey.
**DETECTION** Allows you to identify anybody afflicted with a contagious illness allowing you to send them to infect the opposition or cure them.
**LIGHTNING** A highly destructive bolt of energy. Two are fatal to any creature no matter how strong.
**DIVINE IRE** Very costly but highly effective against large enemy groups, subtracting 15 points from each.
**FATAL FIRE** The ultimate spell – instantly killing anyone in its path.



Pentangles are dotted throughout the islands, and allow the player to create new characters.

# REALMS

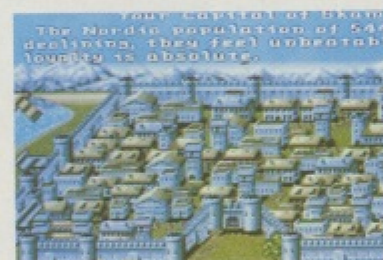


Not that long ago, some bright spark thought it would be a good idea to give players the illusion of having great power over their weedy sprites. The first batch of these so-called 'God Sims', *Populous* and *SimCity*, became two of the most successful computer games ever created. Publishers are keen to jump on the bandwagon, and so we've seen a recent spate sequels. *Realms* is the latest but does it add anything to this over-crowded genre?

'*Realms* is more than a mere 'God Sim' or wargame,' proclaims Virgin Games at the beginning of the manual, '*Realms* is a fully-functioning fantasy world'.

An impressive series of animated screens skillfully create a sullen mood at the start of play. It's the old story of famine, poverty, war and a new king itching to prove himself. No bonus score for guessing who you take the role of. It's your job to balance the budget, give the peasants plenty of food and weapons, and make sure your butt remains intact during a battle. The twist is that you're lording over a fantasy land populated by the likes of Orcs, Elves, Dwarves, Barbarians, Vikings and Amazons. Orcs hate Elves more than Dwarves, so watch your back when going for quick alliances! There's always an enemy lurking somewhere nearby and the task ahead is to crush them without mercy and win overall control of the realm.



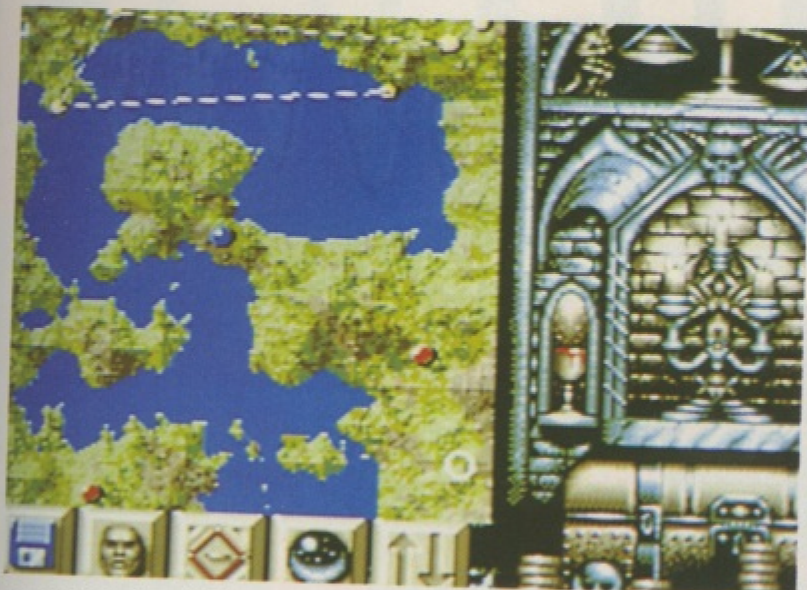
Your citizens are totally loyal to your cause. So hit 'em where it hurts – in their wallet.

## THE BRAINTREE BOYS

So much for those tacky Essex Man and Girl gags, this is the place that spawned hardcore dance music raves from The Prodigy and some of the best known computer games in the mid-eighties. Steve Turner and Andrew Braybrook, partners in code, have an extensive list of hits on the old Spectrum and C64 to their credit including *3D Lunattack, Avalon, Gribbly's Day Out, Paradroid* and *Uridium*. More recently, the dynamic duo have produced the appealing *Rainbow Islands* and *Simulcra*. Their latest effort is a brave attempt to relive former glories. Sadly, *Realms* doesn't quite manage to pull it off.

Software development team Graftgold has supplied eight scenarios with the game, although there's no reason why these couldn't be expanded via datadisks in the future. This product is very much like *Powermonger* from Bullfrog/EA, except there are less icons and nit-picky details to worry about. Both games are played in real-time and a mistake can turn into a masterstroke in a matter of seconds, providing you don't panic. The big difference between the two is that *Realms* lets you control vast cities of plebs and is on a much grander scale than *Powermonger*.

Once you've selected a crippling tax rate and seen the overall state of your nation on the World Map, you can drop into an isometric 3D world. It's possible to scroll across the land in four directions to view all the armies, settlements, grasslands, deserts, water and


A mountain of cash is essential to help make your plans for global domination run smoothly. Without it you'll find your army soon deserts.

forests lying around.

Graphically, *Realms* is beautiful. You can't zoom or rotate the landscape as in *Powermonger*, but at least this screen is updated in a much quicker fashion. Some of the fractal maps have been constructed from nearly 200 polygons and look superb.

A single man can represent up to one thousand troops. Friends are distinguished from foes by the colour of their flags. Yellow is your colour, the enemy is dressed in red and waverers denoted by blue. There are sound effects for major events and the crystal ball on the bottom left-hand corner of the screen will flicker into life. Clicking on this will reveal a brief description of what's happened.

It's in the cities and towns where crucial decisions are made. If the settlement is big, you can recruit some soldiers. Groups can be armed depending on your cash flow. And watch out for poor morale. A few coins in their greedy hands should appease them. Money really does make the world go around. . . without it, you won't be able to buy grain to feed the hungry hordes, build stone walls to protect them or pay your armies to extend your empire. When push comes to shove, you'll also require lots of cash to take care of life's little worries like outbreaks of plague and rebuilding razed cities.

One little tip: Always keep approximately one assignment of foot soldiers or cavalry outside every city under your control. It keeps the occupants from getting out of line.

The real fun begins when the crystal ball shows a pair of swords. This lets you know that a full-scale battle is about to commence. If you activate it, the display changes to a more classic computer representation of a wargame until the battle is won or lost. Individual units can be positioned into place and perform a combination of attack or defensive actions. Flags at either side of the battlefield provide you with a clue to the morale of both forces. Ultimately, the idea is to field more troops than your opponent – but blind luck or a cunning strategy can swing the tide your way. There's nothing more satisfying than to see the enemy take flight and retreat off the screen.

The battle sequence could have been expanded. It's the best part of *Realms* but doesn't go far enough. Perhaps the designers could have placed more powerful creatures in the armies to help balance an unfair situation and add a bit of spice? There were many times when I could have used the aid of a fire-breathing Dragon or a tough legion of Trolls to sort the opposition out. And why is sieging a city so boring? Where are the massive mobile wooden tower things you always see soldiers using to smash fortifications in the movies? I suppose expanding the game further would have caused the introduction of irritating disk-swapping. Oh, I didn't like the annoying tune that constantly plays in the background, either.

*Powermonger* and *Mega-lo-Mania* are tough acts to follow and *Realms* isn't as exciting as either of these epics. Not that this Graftgold game doesn't have its gripping moments, it's just there are too few of them. This omnipotent outing has somewhat missed the boat, especially with the imminent launch of *Populous II* – the almighty 'Zeus of God Sims'! Then again, players who couldn't handle the complexities of *Powermonger* should definitely give it a go.

**Rik Haynes**




Each army is made up of a number of units These can be moved about the land by a simple point-and-click system. When equipping your armies, you've got to remember each race's strengths and weaknesses. A dwarf with a bow and heavy shield is no use to anyone.



## FROM THE DEEPEST PITS OF UTUMNO

**According to fantasy novelist supremo JRR Tolkien, Melkor tortured many Elven folk in his dark dungeons thereby transforming them into the horrific race of Orcs during the First Age of the Stars. These loathsome red-eyed slaves, twisted by pain and hate, were solely created to satisfy Melkor's evil curiosity and to do his bidding. Although they were fierce and deadly warriors, Orcs often resorted to cannibalism and feared the light. Huge armies of Orcs went on the rampage throughout Middle Earth until a final battle before the Black Gate of Morannon. After Sauron's One Ring was destroyed at Mount Doom, their numbers and power dwindled until Orcs merely became know as mischievous Goblins. If you want to find out more, try reading The Hobbit, Lord of the Rings or The Silmarillion.**



*Realms* mixes complex strategy wargaming with an arcade-like feel.



**VIRGIN GAMES £29.99**

**'An accessible and competent God-sim. . .'**

| | |
|---|---|
| GRAPHICS | 84% |
| SOUND | 76% |
| LASTABILITY | 61% |
| PLAYABILITY | 88% |

**OVERALL 79%**

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Combining elements of *Deuteros* and *Elite*, Demonware's latest offering is a strange hybrid of gaming syles which puts you in control of a huge intergalactic spaceship.

The human race has fled the solar system and is desperately seeking a new safe haven. As commander of the Starlight, a gigantic vessel with more than three million cryogenically frozen civilians on board, it's up to you to guide the ship to its new destination. An alien presence has been detected and its a race against time to ready the ship's defences and save the day!

The game uses a simple point-and-click icon-driven interface which is easy to use, but allows quite complex commands to be handed out. There are approximately 100 missions to complete, ranging from picking up stray meteorites for their valuable ore content to intergalactic dogfights against a squadron of alien attack craft. To help you in your task, it's possible to 'defrost' a number of crack pilots from their sleep-like state and boost their aggression and piloting prowess by tinkering with their inate abilities.




Once you've assembled your crew, you need to prepare some ships and equip them with whatever might be necessary, such as laser batteries, force fields or photon missiles. Unfortunately, in an effort to save space, the mothership is only stocked with raw materials, so any armaments or equipment have to be specially ordered. It can take time to fulfill some orders, especially when there's a lack of certain materials, so it's best to plan ahead.

As the game progresses, you'll come into contact with friendly traders, war-like races and other intergalactic travellers. Each time combat takes place, pilots grow in experience and ability, and trading can provide valuable new materials for constructing bigger and better armaments.

The strategic flavour of the game is complemented by a 3D shoot 'em up section. Once a ship is sent into space, a player can chose to either let the computer control the action or opt to take manual control. Why Demonware felt the need for such an arcade sequence is beyond me – it just seems so out of place with the rest of the game.

Overall, I can't find much to fault with *Exodus 3010*. Conversely, I can't find much to commend it, either. The linear progression of missions restricts the freedom to explore the universe which *Elite* offered, and locks the player into performing some incredibly drab missions before undertaking some of the more dangerous ones in the later stages of the game. There is a game in there somewhere, but it's hidden beneath an impenetrable layer of tedious and routine chores.

**Dan Slingsby**

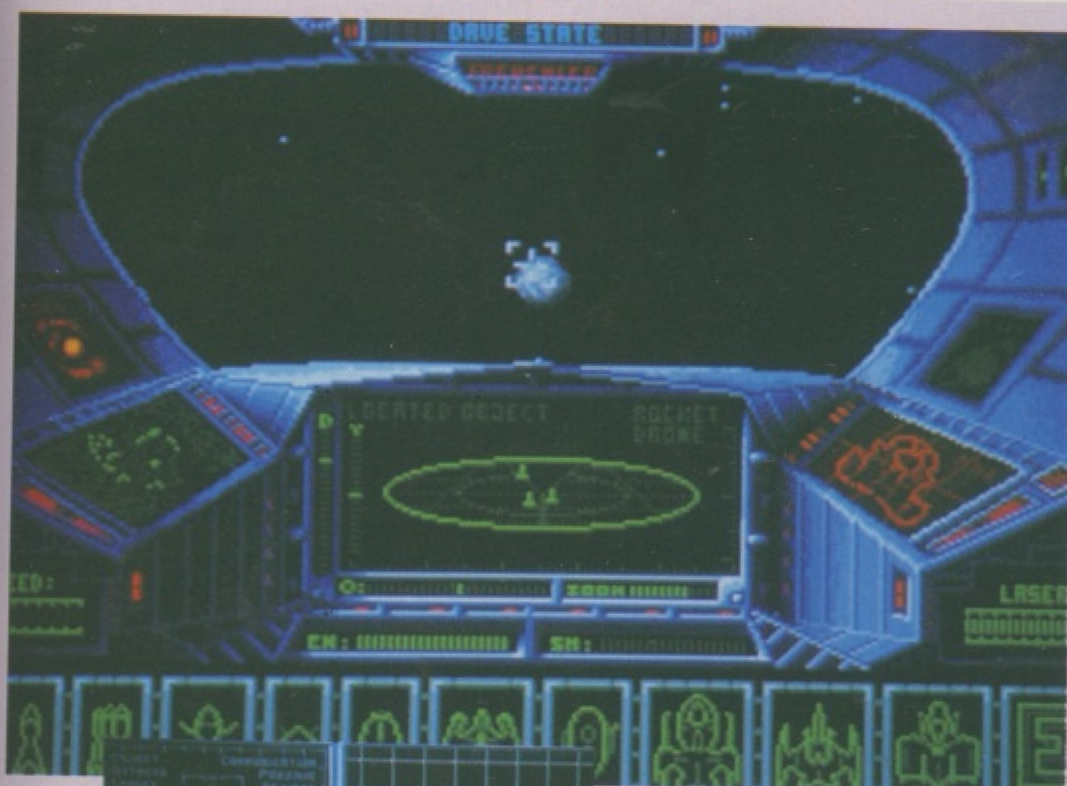
**DEMONWARE £25.99**

**'Plodding space trade and exploration game'**

| | |
|---|---|
| GRAPHICS | 84% |
| SOUND | 55% |
| LASTABILITY | 72% |
| PLAYABILITY | 68% |

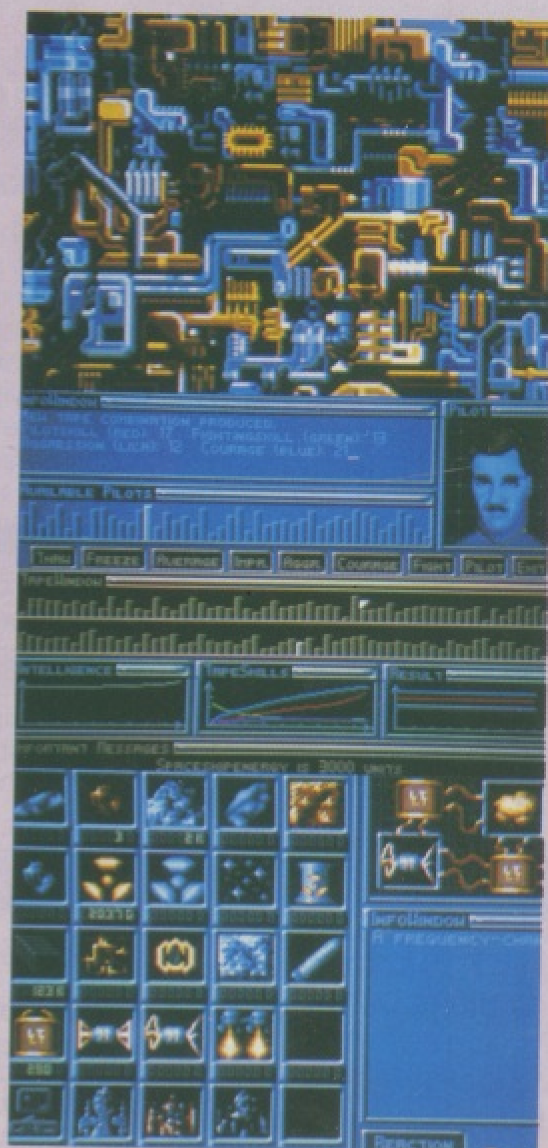
**OVERALL 69%**

# EXODUS 3010




*Above*: The 3D shoot 'em up section lets you blast anything that moves, but looks out of place when compared to the rest of the game.

There's certainly a lot to do in *Exodus*. Unfortunately, the majority of a player's time is taken up by routine missions.



# DEATH BRINGER

Karn the Barbarian must be destroyed, so a pact has been devised: persuade a demon called Abaddon to transform himself into a magic sword called Deathbringer. In return Abaddon may take the souls of his victims. But, by an uncanny twist of fate, the weapon falls into Karn's own hands as he sets out to rid the world of the wizard's menace.

Looking at the screen shots you could be forgiven for thinking that this is the best game since you paid £45 for *Dragon's Lair*. However I don't think I've been more frustrated with gameplay since Des Walker scored an own goal in the semi-final of the World Cup.

There are 36 levels of parallax scrolling spread over the 30 interconnecting levels. Karn's adventures take him across icy wastes, underground caverns, dense forests and other extremely detailed backdrops. The idea behind this is to satisfy the sword's ever increasing appetite for souls. The more people killed the more power gained – and if you don't fulfil your quota the sword will take control of you and eventually drain your own life away.

There is more than one route to the wizards's lair, and some paths are longer and loop back on themselves. All levels are linked by animated guardians. They're cunning and attack in an unpredictable manner – so save time and lives and just run for it.

The trouble with the game is that it's very hard to control, particularly Karn. His sword movements are slow, and when he runs he needs a second or more to stop. Most of the monsters can be jumped over or passed without hindrance and, although the screens are great to look at, you won't be too sad if you never have to go through them again. Probably a game that'll fill many a Christmas stocking, so tell your folks to cross it off their list.

**Steve Keen**





**The magic Deathbringer gets stuck into its task and cracks a few heads together.**



***Deathbringer*** **comes in an incredibly large box which is a bit stupid when the game itself is far from perfect and certainly isn't a classic.**

**EMPIRE £25.99**

**"A classic case of try before you buy. . ."**

| | |
|---|---|
| GRAPHICS | 83% |
| SOUND | 68% |
| LASTABILITY | 65% |
| PLAYABILITY | 64% |
| **OVERALL** | **67%** |

# FIGHTER COMMAND

There are two important things to note about *Fighter Command*. First, it's set in the Middle East in modern times, second it is a strategic representation of an air war – don't expect the aircraft sim hinted at on the packaging.

This is not to suggest that *Fighter Command* has little depth. The challenge of running an air campaign should stretch most people, particularly when there is as much to do as there is in this game.

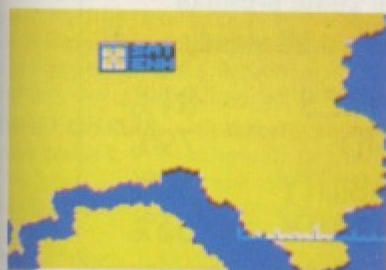
Begin by selecting a scenario. There are 28 possible set-ups ranging from conflict between small states like the United Arab Emirates and Kuwait, historical battles like the 1973 Yom Kippur war, and a full-scale Gulf War scenario embroiling everyone.

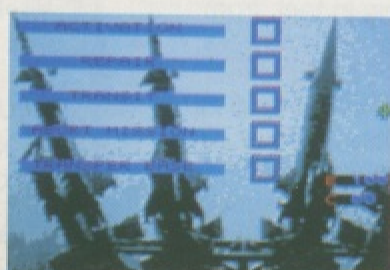
The action unfolds over a series of maps. A strategic map depicts the entire region, and a small cursor square can be clicked on to take you into a radar representation of the relevant area. This gives a tactical view of the playing zone with a variety of coloured dots denoting cities, bases, units, civil and military installations and, most importantly, the air traffic. By the time you're embroiled in a major conflict, the screen is a mass of multi-coloured lines and dots which should confuse anyone without air-traffic controller's qualifications.

A satellite map gives a smaller, detailed area that shows what's on and above the terrain; nevertheless, most of the action unfolds on the radar screen. However, this is limited by the range of your sweep, so one of the first things you'll need to do is send out an AWAC aircraft to increase your information.

The key to *Fighter Command* is careful resource management, because not only are your various aircraft limited, but so are your supplies. The game ends when one side achieves air supremacy, the media turns against you, or your population becomes too demoralised. Either way, *Fighter Command* is for retired air-vice marshalls, not keen-as-mustard top guns.

**Mike Pattenden**





**Strategy games are Impressions forte and** ***Fighter Command*** **is certainly up to their usual standard and is one of the better wargames on the market.**

**IMPRESSIONS £24.95**

**"Aerial fun and games for top brass gamers only"**

| | |
|---|---|
| GRAPHICS | 66% |
| SOUND | 50% |
| LASTABILITY | 80% |
| PLAYABILITY | 75% |
| **OVERALL** | **73%** |

# STRIKEFLEET





If you fail dismally in your mission, you'll find yourself being court martialed and booted out of the navy.

Like *Fighter Command,* EA's *Strike Fleet* is a command-based battle simulation, but unlike Impressions' approach, it shifts you down the chain allowing you to involve yourself directly in the action.

The 14 possible scenarios range from Falklands skirmishes, Persian Gulf patrols and several what-if, WWIII battles involving pesky Commies (somewhat anachronistic, but who's quibbling?). You begin each scenario by configuring a task force of ships best suited to the one you have chosen, though it's often worthwhile making sure at least one of your vessels carries medium or long-range SAMs as they're invaluable. With a balanced fleet you then set a destination on the map (zooming in on the hotspot) and issue orders to the ships under your command, placing them on general quarters and setting their radar and sonar defences in operation.

With the basics set up, you can shift to the bridge of your flagship. Here you can control just about everything in the game and even swap to the bridges of other ships or the cockpits of helicopters. The radar is the most crucial setting allowing you to monitor the activity around you for hundreds of kilometres. Enemy movement is shown as red dots and clicking on them will give you further information.

Each ship has a variety of attack weaponry ranging through surface-to-surface and surface-to-air missiles, torpedoes, cannons and defensive armoury which includes phalanx shells (a computer-guided anti-missile cannon) and chaff. Warning lights on the lower right tell you if you're under missile attack.

If the action is proceeding too slowly you can compress the time, though once it starts hotting up out there you'll want to slow it down to a standstill! After each game your performance is marked and a ranking assigned to you ranging from ensign to fleet admiral.

While the graphics are hardly breathtaking, they are clear and well thought out. The gameplay soon becomes absorbing, since it never takes long for the action to develop, particularly when using the time compression facility. If you're the sort of person who likes to keep track of lots of projects at once then *Strike Fleet* is the business.

**Mike Pattenden**

**ELECTRONIC ARTS £24.95**

**"Excellent battle sim that's action-packed"**

| | |
|---|---|
| GRAPHICS | 78% |
| SOUND | 77% |
| LASTABILITY | 81% |
| PLAYABILITY | 83% |
| **OVERALL** | **81%** |





# THE *MAGIC* GARDEN

You'd think life as a gnome was boring enough – all that standing around fish ponds in suburban gardens waiting for dogs to pee on you – without having to control one in a game as dull as *The Magic Garden.*

The idea sounds promising: a mischievous gnome has to manage the Gnome King's garden as a punishment. The lawn grows rapidly and can fall victim to rampaging plants and other naughty gnomes who dig up the turf. To complicate matters, the climate is unstable and you only have a limited amount of energy which must be replenished by growing vegetables to eat or discovering little life-giving hearts.

Much of the work you have to do in the garden involves you using objects found in the shed and the greenhouse. The gnome can store useful implements in his pockets, anything in fact, from trowels through seeds, lawnmowers, watering cans and gardening forks. There are also objects which stop him losing energy too rapidly, such as an umbrella when it's raining and slippers when it turns cold. Both the greenhouse and the shed need a regulated temperature, which involves getting a generator up and running and repairing broken windows in the greenhouse.

There are less obvious areas of the garden to explore including the outdoor lavatory, a hollow tree stump and a magic well which leads to a maze of tunnels. These all contain more useful items, particularly extra energy.

*The Magic Garden* is reasonably good to look at – while the characters are small, they're well defined. Part of the problem is the irritating control method which involves you rifling through the gnome's pockets and clicking on objects to activate them. Most of all, though, the gameplay simply doesn't add up. It turns out to be about as interesting as listening to Gardeners' Question Time, and that's gnomean feat.

**Mike Pattenden**

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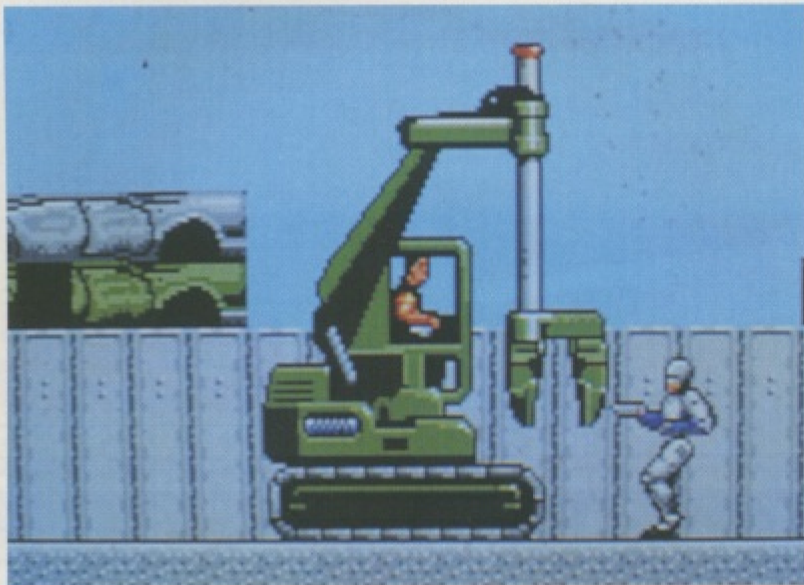
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# ROBOCOP



The first really successful movie licence, *Robocop* was the first Ocean game to utilise the now-overused mixture of puzzle and arcade sequences. Stepping into the metallic insoles of ol' chrome dome himself, players must blast their way through a rogue's gallery of bad guys until he reaches the end of the level for a face-off against a larger guardian. Alternating between these arcade sequences, though, are a series of puzzles, ranging from a cross-hair-based shoot 'em up scene to a photo-fit sequence, where Robo must identify a particular felon. The mixture is a little dated now and the action repetitive but, on the whole, Robocop is still a playable blaster – if a bit on the easy side. On the downside, though, it hearkens back to the days when the Amiga saw too many straight ports from the ST and, as such, can't claim to push the machine. This said, it's probably still worth a look at its new eight-quid price tag.

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**Steve Merrett, CU's resident skin flint, peruses the veritable cornucopia of budget games set for release this month. . .**

# RENEGADE

An oddity, this. Although Ocean advertised its availability several years back, the Amiga version of Taito's duff 'em up coin-op never actually appeared in the UK. Faithfully recreating the five manic stages of the coin-op, Software Creations' conversion is graphically very similar to the Amstrad CPC game. The gameplay seems as slow as that of Alan Sugar's baby. The scenario tells of a street fighter out to avenge the kidnap of his chick from the clutches of yet another Mr. Big. Thus, starting in the sub-way, the player works his way through to Big's lair by kicking the crap out of any thugs who get in his way. With a full complement of easy-to-use kicks, punches and throws, the player must take on up to four opponents at a time, many of whom are armed or are seated on motorbikes. And, as expected, a harder fighter is rolled on when all his subordinates are KO'd. As a conversion, *Renegade* is more than adequate and is quite a steal as a budget release. However, its lasting appeal is severely doubtful, and the hardened binary fighter will complete it within hours. Still, hopefully *Renegade* will pave the way for the 16-bit conversion of *Target Renegade* and *Renegade III*, which are considerably better.

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# OPERATION THUNDERBOLT



After an over-difficult conversion of *Operation Wolf*, fans of the series were relieved when the sequel was almost identical to its arcade parent. *Operation Thunderbolt* combines the sideways-scrolling action of the first game, with a forward-scrolling section which has since been much-copied in the likes of *Space Gun* and *Line Of Fire*. Once again, we are in 'rescue the hostages' territory, as the player and a friend attempt to blast a path through to the escape plane at the end of the game. All manner of extra weapons are both available and thrown at you, and must be shot to deflect them and the assailants blown away. The one major fault with *Op Thunderbolt* is that initially the player is left without a gun-sight, making aiming very difficult indeed, but when the laser device is found all is soon rectified and the action can really get going. A superb conversion which has lost absolutely none of its appeal and is one of the best budget re-releases to date.

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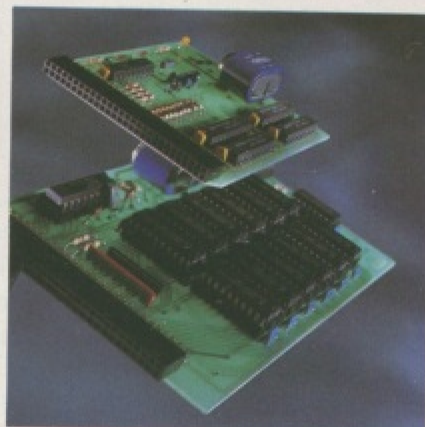
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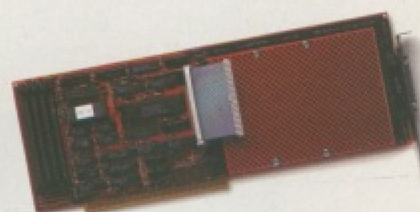
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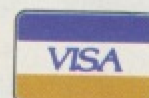
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# GAME OF THE MONTH

# Z-OUT

As a budget release, this is an absolute steal. Rainbow Arts' five-stage blaster nicks ideas from virtually every shoot 'em up ever released, but combines Rainbow Arts' typical polish and presentation with utterly addictive gameplay, raising it above the competition. It's back to the *R-Type*-style gameplay, as the levels unveil their Gigeresque aliens and underwater creatures, with all the usual beam weapons and missiles you'd expect to see. However, whereas *R-Type* stuck to one pattern, by borrowing ideas from other blasters, larger space ships appear and must be blasted bit by bit, and the enemy attack waves attack in manners more accustomed to the likes of *Xenon II* and *Scramble*. Add to this some of the most breath-taking graphics the Amiga has seen, and it is the final cherry on an already succulent cake. Everything about *Z-Out* is brilliant: it's fast, it's graphically superb, and it's only eight quid! Buy it today and do yourself a favour.

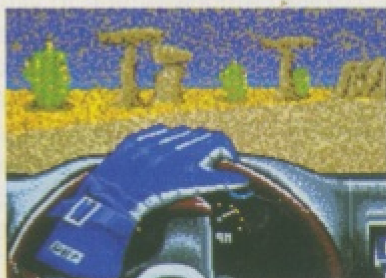


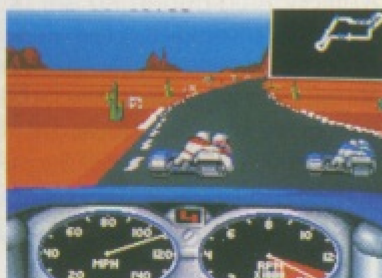
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GAME OF THE MONTH

# FOUR-WHEEL DRIVE

Gremlin's second compilation concentrates on what they have been primarily famous for recently – the driving genre. Opening once again with *Lotus*, which needs no introduction, the compilation is completed by the likes of *Toyota Celica Rally*, *Team Suzuki*, and *Combo Racer*. Of the three, I must admit to preferring *Combo Racer*, as it is a fast and playable racer, which also adds to its longevity with the addition of a track designer. *Toyota* on the other hand bores the pants off me, with its clever but ultimately dull action – proving that different effects aren't enough to add variety to a game. Finally, *Team Suzuki* is a technically-brilliant game which is slightly over-responsive and is also rather fiddly to play. *Four-Wheel Drive* is an uneven drive which runs out of juice and is recommended with some reservations.





**HIT SQUAD OUT NOW £7.99 81%**





# CHART ATTACK

Gremlin enter the compilation fray with an odd mixture of driving, platform and shoot 'em up games. Opening with the brilliant *Lotus*, the pack then hits further heights with U.S Gold's excellent *Ghouls'n'Ghosts* compilation, before reaching average with Millenium's *James Pond* and Gremlin's *Venus*. There's nothing really wrong with the latter two, and both are playable little numbers, but neither can really claim to sustain interest past the two-hour mark, particularly *Venus* which is essentially the same all the way through – a predecessor to *Pegasus*, perchance? However, with the compilation scene fairly bustling with packs up to the standard of U.S. G's *MAX* and Ocean's *The Rainbow Collection*, *Chart Attack* seems both over-priced and a little weak in comparison.





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# THE UNTOUCHABLES

Once again, Ocean used their combination of game styles to create a neat package, and all credit goes to Special FX for creating a moody and atmospheric game. As Eliot Ness, leader of the titular band of law-enforcers, the player is left to complete seven arcade sections before Al Capone is finally put behind bars. Starting in a warehouse, where Ness must locate bottles of booze whilst avoiding the bullets of patrolling hoods, the game closely follows the film's plot as the player progresses. These scenes take the shape of an *Op Wolf*-style roof-top shoot-out and a really clever pram sequence, where Ness must steer a pram and its infant contents to safety whilst plugging Capone's cronies. All seven sections play really well, even if the first two are a little too long, and *The Untouchables* is a value-packed game which deserves to be in anyone's collection.

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# GHOULS'N'GHOSTS

This sequel arrived in its Amiga form before Elite's conversion of its forerunner, *Ghosts'n'Goblins*, and far exceeded it in every respect. Retaining the 'run and jump' action of the original, *Ghouls* has a larger and more varied play area, with a whole host of zombies, magicians and vultures impeding your progress. The storyline recounts how Arthur the Knight's babe has been kidnapped by Satan himself, and whisked away to his demonic lair. Armed only with a handful of lances and a suit of armour, you must steer Arthur through the game's six levels until you get a chance to kill off Satan and rescue your girly. This action then proceeds through platform-filled towns and areas, where Arthur can collect extra weapons to aid his progress. Graphically, although they are tiny, *Ghouls*' sprites are well-drawn and detailed, and the backdrops are of an even higher standard. In addition, supporting the action are six of the best tunes you'll ever hear from your Amiga – all of which are courtesy of Tim Follin. A brilliant little game, *Ghouls'n'Ghosts* ranks as one of my all-time faves, and as a budget release would make an inspired choice.




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# STRIDER

Although Tiertex's Capcom conversion contains virtually everything from the all singin', all leapin' coin-op, it still lacks that certain something to keep the player's attention. Set in a Russia of the future, Hru Strider must run and jump his way through an evil Tsar's bio-metallic base, using his trusty sword to cut a path through to the guardian who awaits at the end of each stage. The levels are varied and interesting, with a large selection of gun turrets and baddies, and the assorted stages take the player through Amazonian-style forests and the wintry wastelands of Siberia. The main plus about *Strider* is that the game is easy to play, with extra weaponry and powerups adding to the fun. However, there is a feeling of luck rather than skill as progress is made, and the loss of life is often down to the illogical actions of the aliens rather than the fault of the player. It's debatable if the game will keep your interest for long.



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# CHASE HQ

Taito's coin-op combined arcade technology with a typical Miami Vice scenario to provide arcade-goers with one of the best slants the racing genre had seen – a good old-fashioned chase. After receiving orders from Nancy, your Police computer, the player must drive past all manner of obstacles in order to reach the baddy trying to escape. At hand are a number of turbo boosts, but time is short and the roads are very busy indeed. All this leads up to a ramming mission until the bad guy's car is run off the road. The Amiga version had virtually everything from the coin-op in terms of ideas, but the implementation was very poor indeed. The other vehicles are tiny and resemble bubble cars, and the road wends its weary way slowly and jerkily. In addition, the same task must be performed repeatedly, which wasn't especially noticeable when playing the coin-op, but is a real drag here. An OK conversion at best, *Chase HQ* looks older than John Thaw's shirts in an episode of The Sweeney.

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# VOYAGER

Despite its many filled 3D thrills, there's no denying that *Voyager* is basically an update of the old *Battlezone* coin-op. Released at the same time as *Robocop*, *Voyager* garnered an array of accolades for its fast 3D action, sadly, the repetitive gameplay was virtually ignored. Blasting tanks and planes whilst slipping between your vehicle's two modes is all very well, but in terms of depth it has less than your average puddle. There has been an attempt to rectify the problem, with the inclusion of a tunnel section, but, this too is dull and tired. A playable game in the short-term, *Voyager* was a visual showcase which doesn't even have that going for it now.




**THE HIT SQUAD OUT NOW £7.99 65%**

# NINJA COMPILATION

Following their brilliant *Rainbow Collection*, Ocean gather together three more similar games for a second crack of the whip. The pack contains *Dragon Ninja*, *Double Dragon*, and *Shadow Warriors*, but only the latter makes the grade. Both *Dragon Ninja* and *Double Dragon* are inept conversions that are both dull and uninteresting and, in the case of *Dragon Ninja*, pretty unplayable. *Shadow Warriors*, on the other hand, is a playable conversion of the popular coin-op which is sadly let down by its companions. Still, with *Double Dragon* and *Dragon Ninja* already out on budget, perhaps *Shadow Warriors* will be re-released through Ocean's Hit Squad label. If so, wait until then...



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# HEIMDALL

**Prepare to enter the land of the Gods as *Heimdall* creatores, Core Design, take you by the hand and offer worldly advice to the game's many problems...**

## THE SUB-GAMES:

### CAREFUL WITH THAT AXE, EUGENE...

The main problem here is that the wobbly cursor makes aiming tricky. To counter this, simply position the cursor as close to the girl's head as possible, leaving as little leeway as possible. Then, wait until the cursor is over the rope's thickest point and it should hit it first time. You have ten axes to sever each of the eight ropes, and it is best to hit the two vertical ropes first as their angle makes these hardest to hit.

### A CRASHING BOAR

The hardest of the three sub-games, the key to catching the rampant pig is to take your time. The pig will knock you over whenever you get too close, wasting valuable time, so the best way to catch hold of it is to run alongside it and jump diagonally on to its back. If your timing is spot on, the pig will end up in your lap – if not, try again.



**Explore everywhere and collect as many objects as possible. Anything could prove useful.**



**Whenever you approach anyone important, always listen to what they have to say.**

### BOAT JUMPING

As the aim here is to get the gold to the left of the scrolling boat, try not to waste too much time fighting off the blokes protecting it. The control system is a simple 'turn and jump' affair, so jump to the far left of the screen to the gold, pausing only to kill whoever gets in the way, and then leg it straight back to the right of the vessel. Don't hang around and you'll have no problems at all.

## THE MAIN GAME:

### SELECTING A PARTY

Depending on your success in the sub-games, or if you opted to ignore them altogether, you will be allowed to choose the members of your five-person crew.

Among the trades available to you are Magicians, Warriors, Druids, and Blacksmiths, and a good balance between strength and magical capabilities should be struck. Thus, when you are about to explore an island, your ideal trio would be two strongmen and a Magician; the former two can then protect the latter as he translates the runes.

On the whole, though, the following selection are probably the best: a Bezerker, as their strength and excellent health makes them invaluable in combat. A Warrior for the same reasons as the Bezerker. A Wizard, to translate the Runes should Heimdall be killed – otherwise you won't be able to read them. Finally, despite any real dexterity or speed, round the party off with a Navigator as they, too, make excellent fighters. He will then warn you about the length of journey, allowing you stock up beforehand.

## THE QUEST BEGINS

Obviously, with so many puzzles within the game's three worlds we haven't got the space to explain every puzzle, but they follow a simple pattern which the following guidelines will help you through:

Before you select an island, give all of your gold to one member of your landing party. Then keep this person as the 'banker' throughout the game. If you use another guy to hold all the keys, not only will this save carrying space, but you'll be able to keep track of all useful objects quickly.


During the Boat sub-game, keep moving and don't waste time fighting.



Learn your way around the fight screen's icons for maximum efficiency.


When encountering nasties, try to avoid a fight until you are comfortably healthy.

Always collect loads of food, as it is essential for keeping your party alive – it's also necessary if you are to survive journeys to the further islands. Also, make sure that members of the crew left on the boat have food, too. Keep an eye on the party's health stats at all times for an early warning of hunger or a dangerous loss of energy.

If it isn't possible to translate a scroll with your current members, DON'T chuck them away. All the scrolls will prove useful, and the one you throw away may be the extremely useful 'Reincarnation' scroll which can breathe new life into a dead hero. If you have several of one kind of scroll (lots of trap disarms, for instance), either leave some on the ship or discard them if really necessary. Additionally, if any of the weapons you are carrying are surplus (do you really need two swords?), don't hesitate to drop the weaker ones. The space saved can be used for extra spells or food.

When your party stumble across a chest, don't bother using a 'disarm trap'

Shown here are the journey times for each island. By recruiting a navigator, you will receive early warning about whether your food supply will last the voyage.

# HEIMDALL

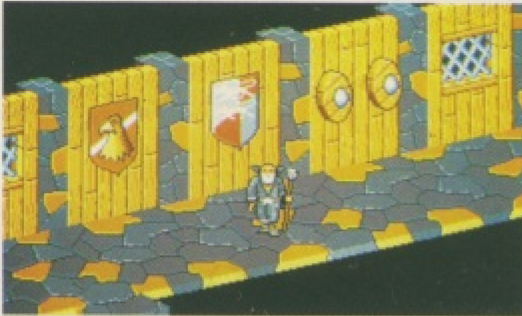
spell on it. The spells are more useful later in the game and the energy lost if a chest sparkles with evil magic or shoots out daggers is minimal.

As a rule, explore the entire room before you activate any lone floor switches. It's more than likely that a series of arrows will shoot out at you, costing you loads of energy, so see if there is anything it could alter in the room before risking it. Another basic rule is to be wary when walking past chests. These are often surrounded by hidden pits which you'll fall into when approaching. Try to skirt around them instead. Also, try to keep to the edge of a room as pits are generally less frequent here – there's normally twice as many pits in the centre of a room than around the perimeter.

Concentrate on increasing Heimdall's or the wizard's Runelore skills. This is effected by using the potions marked with the rune signs. Some will increase your health and strength whilst others will bump up your Runeskills – either way, use them on the chosen two. As their Runeskills grow, this will make more scrolls available to you and will make further spells usable by the duo – particularly useful in world three!


Floor switches are best left alone unless no exit is immediately available.


Be careful, as some of the islands can be entered from two points.


Swapping between the party members allows for more efficient use of spells and weapons.

## FIGHTING

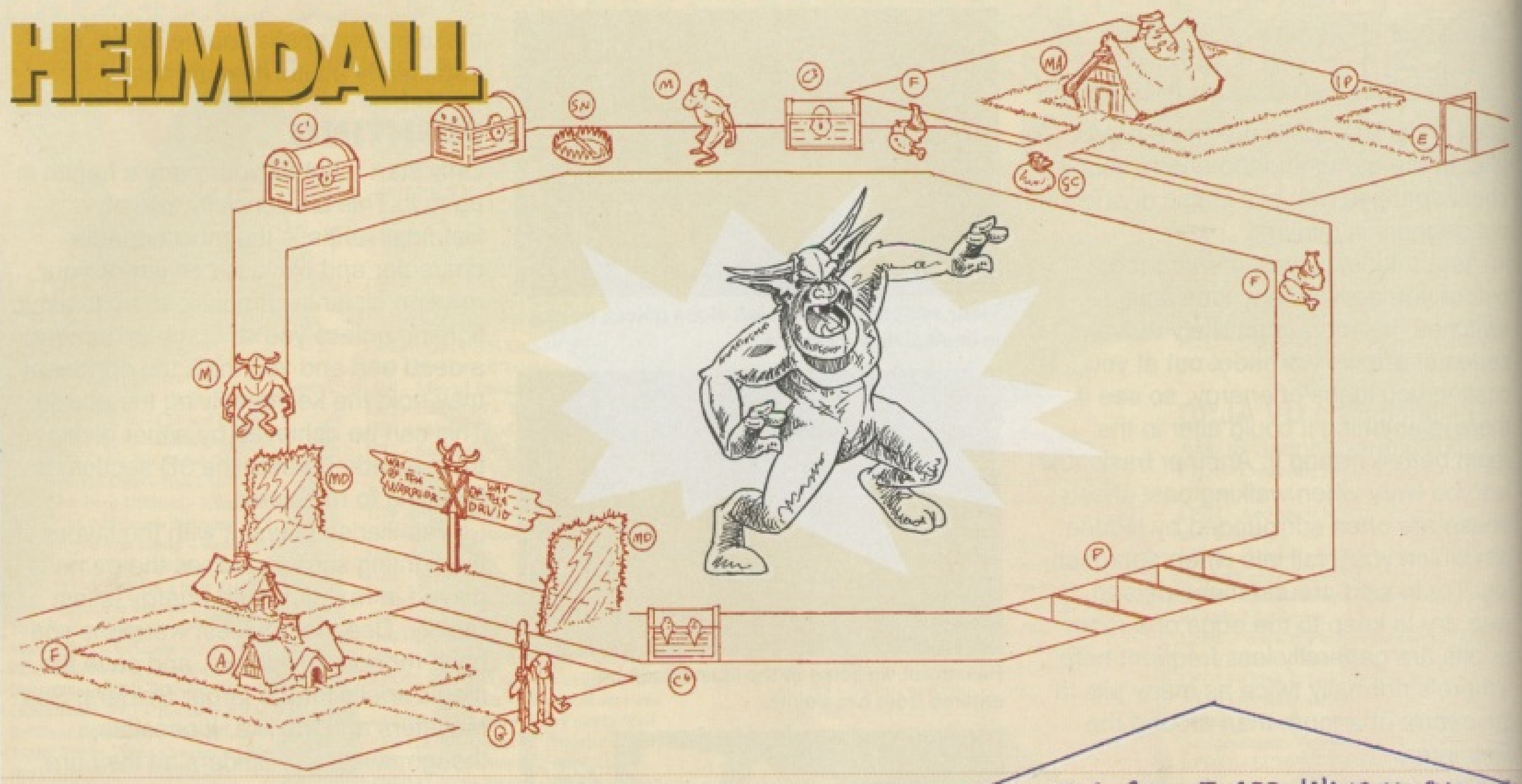
Only start a fight if your party's health is up to it. This is especially true of Heimdall as he is the most capable character and his loss can wreck your mission instantly. If possible, try to avoid fighting unless you've come up against a dead end and you think the opponent may hold the key to solving the puzzle. This can be achieved by either giving them a wide berth in the 3D section or by trying to run away.

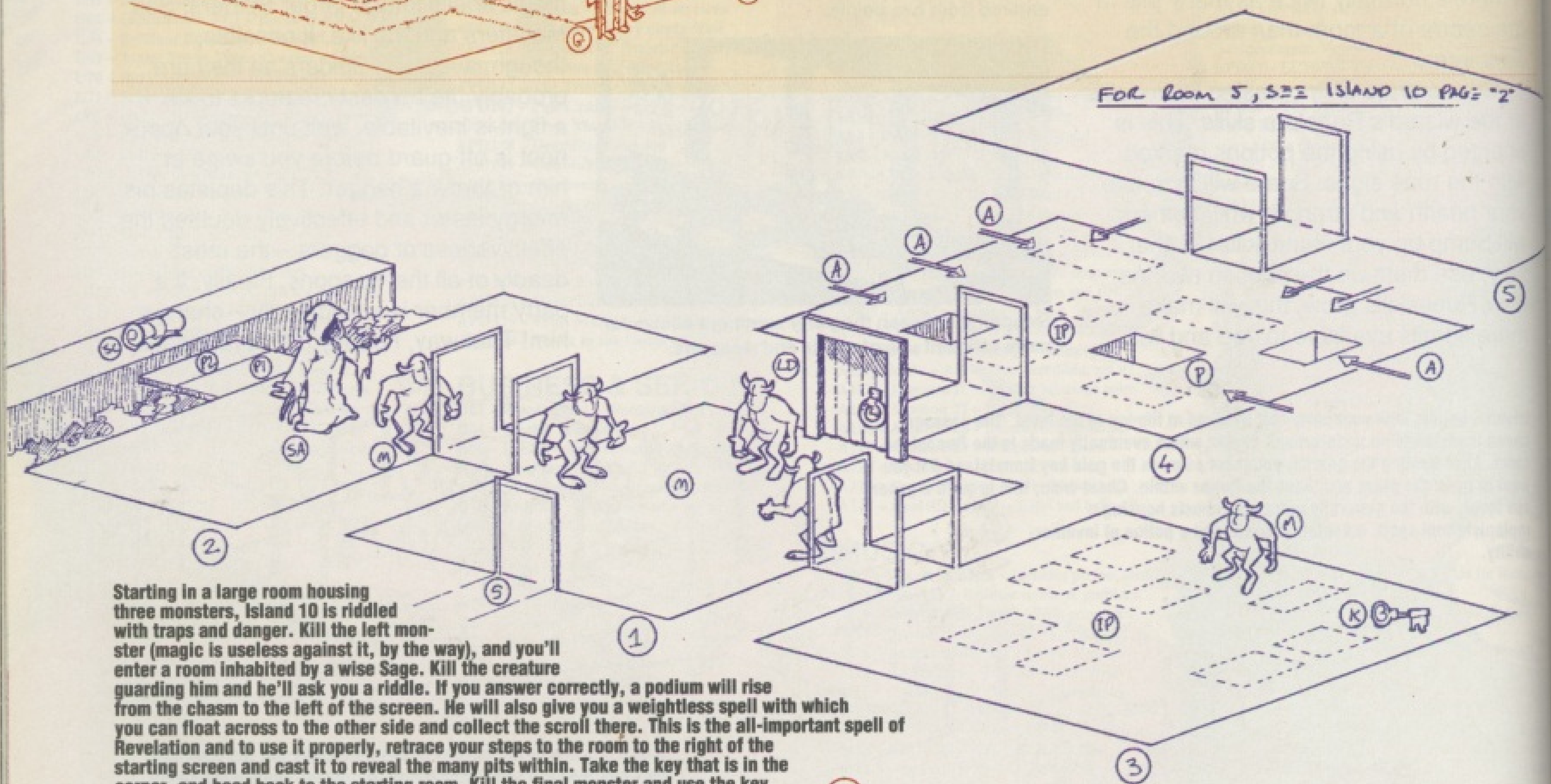
Familiarise yourself with the layout of the fighting screen, too, as the game is played in real-time and energy is lost rapidly. Use the heaviest weapons you have for normal fighters, and save the magic spells for the larger Spiders, Sea Monsters and the like. If possible, though, avoid the Spiders as they are probably the hardest creatures to kill. If a fight is inevitable, wait until your opponent is off-guard before you swipe at him or throw a dagger. This depletes his energy faster and effectively doubles the effectiveness of daggers – the most deadly of all the weapons. Finally, if a party member is losing badly – change him! That way, nobody is lost for good.

**Island 8 begins with your party shipwrecked at the top of the level. The passage ahead leads on to an underground cavern which eventually leads to the Runestone room. After beating the guards, you must possess the gold key from island 5 if you want to open the glass and takes the Runes within. Chest-wise, this is quite a generous level, with the generally untrapped chests housing a replenishment spell, a depletion spell, and a potion of invulnerability.**

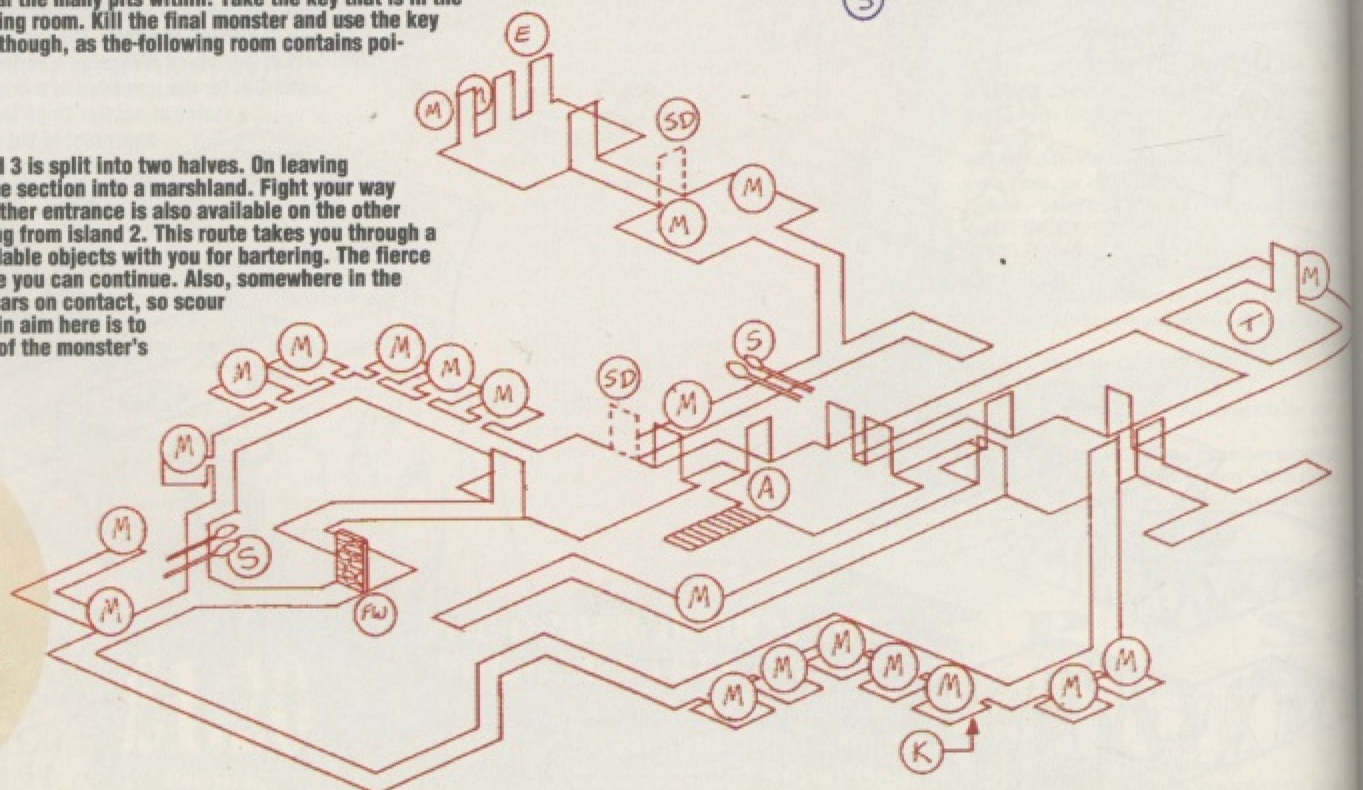
**Island 6 is one of the smaller of the archipelagoes, but nevertheless contains the scroll containing the second word of the riddle you're piecing together. The scroll can be found to the extreme top-left of the island alongside a series of gold bags which are essential for the purchase of a larger boat. In other areas, though, a series of nasties traps have been left, with the chests left unprotected but a series of hidden pits surrounding them. In addition, though, the island's guardians are bunched together, so keep an eye on your energy when approaching them.**

# HEIMDALL




**Starting in a large room housing three monsters, Island 10 is riddled with traps and danger. Kill the left monster (magic is useless against it, by the way), and you'll enter a room inhabited by a wise Sage. Kill the creature guarding him and he'll ask you a riddle. If you answer correctly, a podium will rise from the chasm to the left of the screen. He will also give you a weightless spell with which you can float across to the other side and collect the scroll there. This is the all-important spell of Revelation and to use it properly, retrace your steps to the room to the right of the starting screen and cast it to reveal the many pits within. Take the key that is in the corner, and head back to the starting room. Kill the final monster and use the key for the door behind it. Be careful, though, as the following room contains poisoned arrow traps and lots of pits.**



**Due to memory restrictions, island 3 is split into two halves. On leaving island 1 you'll walk through a maze section into a marshland. Fight your way to the underground entrance. Another entrance is also available on the other side of the island if you are coming from island 2. This route takes you through a trading point, so bring lots of tradable objects with you for bartering. The fierce bridge guard must be killed before you can continue. Also, somewhere in the level is a fake wall which disappears on contact, so scour each room for it. Finally, your main aim here is to find a key which is hidden in one of the monster's rooms.**




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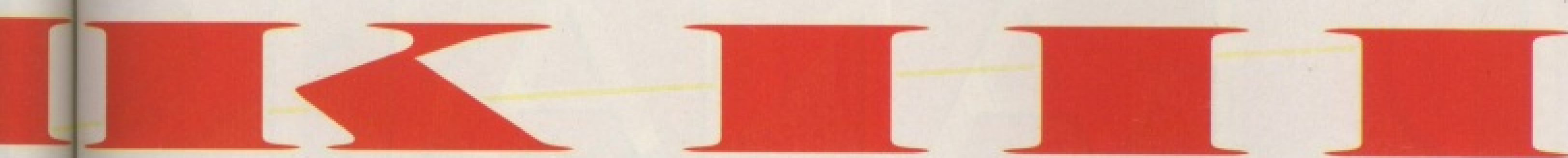
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**REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR DE-BUGGING OR JUST THE INQUISITIVE!**

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# SOFTWARE A
# PD FANATICS



If you've written any neat programs, fun games, incredible utilities, or anything that you think other people might want to see, why not turn your hard work into hard cash?

If we use your programs you may get paid a small fee, and if your stuff is exceptional you could earn up to £500. We're interested in seeing anything that you've written, so come on, don't hold back. You may not rate your tiny routine to work out every prime number between one and five, but it could be just what someone else needs. We're also very interested in seeing any outstanding PD that hasn't already been doing the rounds for years. And if any groups are thinking of sending us their latest demos, we'd love to see 'em.




Please put your programs etc, onto a standard 3.5 inch Amiga DOS disk. Full documentation should also be included on the disks.

# AUTHORS AND ...S SOUGHT

## BRILLIANT MACHINES

Are you a great British eccentric? Do you perhaps know someone who's doing something wacky with their Amiga? Have you pushed our favourite machine beyond all reasonable bounds? If you can answer yes to any of the above questions, CU Amiga would like to hear from you – and thrill to the thought of seeing your ideas splurged across the pages of over 150,000 copies of this magazine.

If you think that you can help, please drop us a line at the CU offices. Address your letters to: **My Brilliant Machine, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

## CU PROGRAM SUBMISSION FORM

**Name** ..................................................

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**Program Size (in K)**..............**Program Name**...........

**Additional files required by main program**............

**Brief Summary of what your program does**

..................................................

**Type of Program:**

- **GRAPHICS/MUSIC PACKAGE** ❑
- **GAME** ❑
- **DEMO** ❑
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- **PROGRAMMER'S ROUTINE** ❑
- **FUN** ❑
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**PLEASE ENSURE THAT YOUR DISKS ARE VIRUS FREE, AND THAT YOUR NAME, ADDRESS, AND PROGRAM NAME ARE WRITTEN ON THE DISK.**

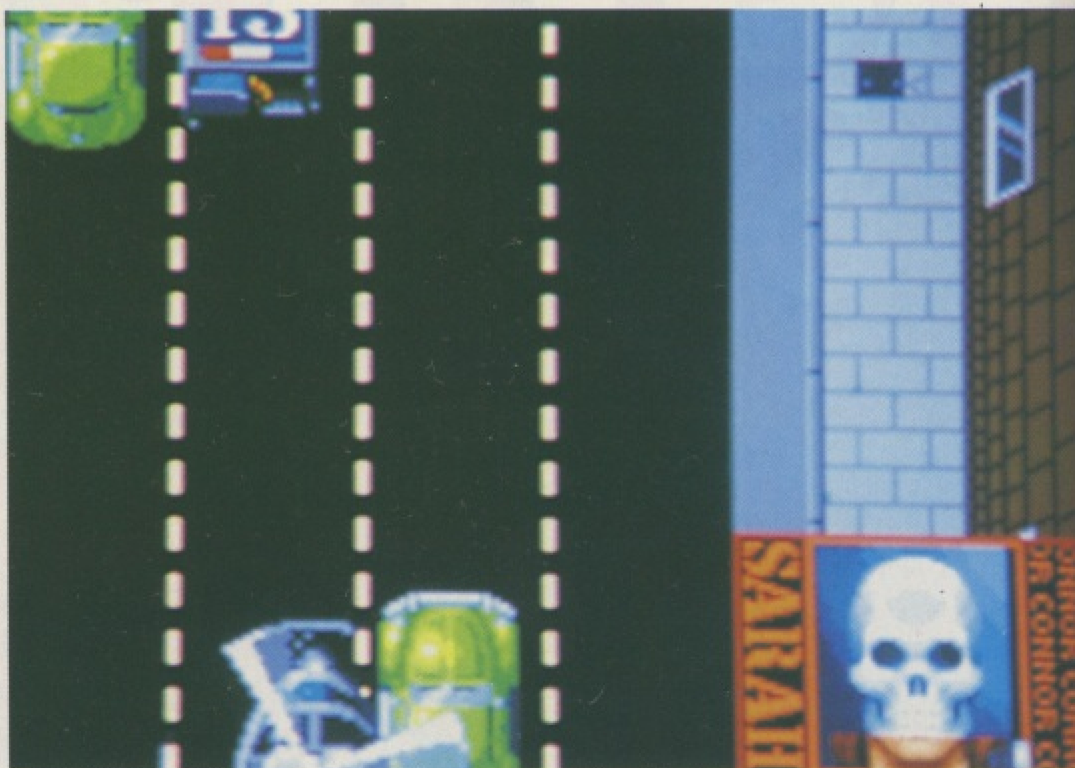
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**Signed** ................................ **Date** ................

## STRIDER II – U.S. Gold
Start the game and type SWIFT. A cheat icon should appear and now pressing E will replenish Strider's energy, while D will replenish his Robot's energy.

## ARMALYTE – Thalamus
Arc's original variant on the C64 classic left a lot to be desired, but if you splashed out twenty-five quid for it here's how to get a little more for your money. Pause the game with the P key at any time and enter the legend DELTA 3 (not forgetting the space). Ta da! Infinite lives are yours for the taking...





## TERMINATOR II – Ocean
If this terminal game of the film is giving you the hump, then help is at hand. To skip any of the levels, simply press all of the F keys at once. If this doesn't work, simply press them one at a time until the level is skipped.

## LOTUS II – Gremlin
To gain infinite time for this exciting road-racer, simply type TURPENTINE in as a password. The timer will then be set at ten seconds, but won't budge. Also, if you enter DUX as a password an updated version of the old Atari coin-op *Carnival* appears – this one is definitely for nostalgia fans.

## ELF – Ocean
This is a massive game, so a cheat was much appreciated. Type in CHOROPOO on the title screen and your little Elf will be the proud recipient of 99 lives no less. Also, you won't need to buy the Wolf or Hardman potions – just press W and H for them respectively...



## THUNDERJAWS – Domark
Chunderjaws, more like. Still, if you shelled out for this one, just put the mouse in the joystick port, hold down the left button and press 'S'. Follow this by presing the right mouse button, too, and a level skip is yours.



## HYDRA – Domark
Type in KILLKILLKILL during play. This will activate a hidden cheat mode. Pressing F will then top up your fuel to maximum and the Return key will cycle through your weapons.





## SWITCHBLADE II – Gremlin
There's a hidden game in the code of this successful sequel, and it's activated by typing CHROME into the title screen. This screen will then switch to a rather neat shoot 'em up. By typing Level2 (for instance) into the title screen of the proper game you can skip to any of the game's level. Simply change the number after each stage to reach the required level.

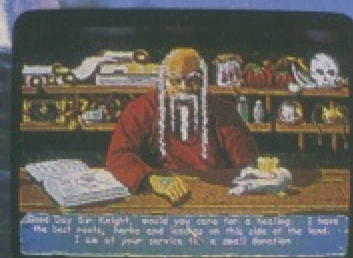
## WARZONE – Core
Want infinite lives for this superior yomp 'em up? Well, just follow the simple procedure of pressing F1, F2 and F3 on the title screen and – Abracadabra – there you are!



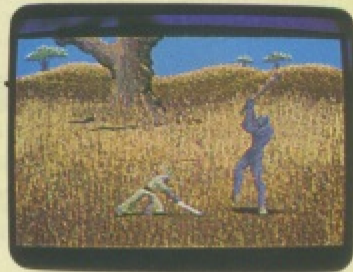
# MOONSTONE

## A HARD DAYS KNIGHT







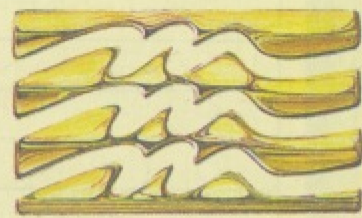


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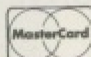
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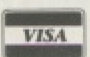
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# DEMOS

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## TURNING JAPANESE

The Italian Bad Boys latest offering, Magad!, features Jap-style graphics accompanied by a suitable electro-rave backing track. Watch out for the dancing panda!

PD Soft, ★★★★





## STAR TREKKING

Those of you who were unfortunate owners of an ST, before upgrading to an Amiga, might remember an old Telecomsoft game based on the cult '60s sci-fi show, Star Trek. Written by Mike Singleton, the game featured digitised images of all the principle crew members with an easy point-and-click system used to access the various ship systems. By clicking onto each character, a variety of controls were uncovered. For example, by clicking onto McCoy the medical facilities of sickbay were at your disposal and clicking onto Sulu let you set the course and destination of the Enterprise. The game never made it onto the Amiga as Telecomsoft folded and the license to Star Trek was lost.



Obviously, Eric Gustafson was quite a fan of the ST Star Trek game as he's taken the bones of the original and designed his own Amiga version of the game. Everything's there, including the digitised opening sequence from the show and all the sampled sound effects which run throughout the game. The three-disk game puts you in control of the Enterprise as you undertake another five year mission, this time to recover vital Federation information which has been stolen and secreted somewhere in the galaxy. By guiding the Enterprise around the various star systems, it's possible to visit the various planets and search for vital clues to the information's whereabouts. Although this game has been on the PD circuit for a number of years, it's still terrific stuff and one of the best-selling PD games ever!

PD Direct, PDG2A/B/C, ★★★★

## SUPPLIERS' GUIDE

**A Bit On The Side:** 8 Thorald Place, Kirk Sandall, Doncaster.
**Amiganuts:** 169 Dale Valley Road, Hollybrook, Southampton.
**Deja Vu:** 25 Park Road, Wigan, WN6 7AA
**G&S PD:** 46 Weller Drive, Camberley, Surrey, GU15 2YA.
**NBS:** 132 Gunville Road, Newport, Isle Of Wight, PO30 5LH.
**Off the Wall PD,** 96 Macor Street, Newport, Gwent, NP9 0GW
**PD Direct:** 86 George Street, Newcastle, Staffs., ST5 1DN
**PD Soft :** 1 Bryant Avenue, Southend - On -Sea, Essex SS1 2YD.
**Strictly PD:** 11 York Place, Braidon, Bristol BS1 5UT.
**Seventeen Bit:** PO Box 97, Wakefield, WF1 1XX.
**Softville,** Unit 5, Stratfield Park, Electra Avenue, Waterlooville, Hants, PO7 7XN.
**TCS:** Handsworth Road, Blackpool, FY1 2RF
**Vally PD:** PO Box 15, Peterlee, Co Durham.
**Virus Free PD:** 23 Elborough Street, Swindon, SN2 2LS.

## JOIN THE JETSET



**Ultimate's *Jetpac* game, which took the Spectrum world by storm in the early eighties, makes its debut on the Amiga this month courtesy of Marco Bianchi. *Jetmen* puts you in control of a small spaceman who has to be guided around a screen using his jetpack picking up parts for a space buggy while fending off attacks from alien attack craft. Once the buggy has been built and fuel pods collected, the game begins anew with another, more complex craft to build and so on. One for nostagia fans only!**

**PD Soft, G2018,** ★

## HAMMERIN' TIME

Good rave disks are becoming more and more popular and here's one of the best. Produced by Extensor, *Hypnotic Hammer II* offers a meaty beat coupled with some great graphics and strobe effects. S'funny, but if something like this got onto Top of the Pops or the Chart Show, it'd leave everything else trailing in its wake. Hot stuff.

Diskovery PD, Disk D233, ★★★★★








## GOT IT TAPED

**Sample disks are always great fun and Dennis have come up with a disk crammed full of over 60 brilliant samples including the Flintstones theme tune, HAL 9000 trying to convince everyone he's basically an A-OK computer and Dirty Harry threatening to blow your head clean off your shoulders. Excellent.**

**Diskovery PD, Disk U144,** ★★★★★

## JACK'S BACK!

**Ol' plastic face is back! Yep, the idol of millions(!?) has decided to inflict his particular brand of music on us once more and, to my horror, somebody has already released a sample of *Black & White* onto the demos circuit. If you're one of those poor deluded souls who think Jacko's music is pure bliss, you'll love it. For those of us who pride ourselves on having a modicum of taste, however, this is beyond death...**

**CLS, Disks B&W 1&2** ★★



## THANK YOU FOR THE MUSIC

Mahoney and Kaktus bid a fond farewell to the PD scene with *His Masters Noise*, a blistering compilation of 100 tunes. It's taken the guys more than 20 months to cram all the songs onto two disks, but it's been well-worth the effort. Not everything is an instant classic, and some parts are decidedly ropey, but when the team gel they're capable of quality music.

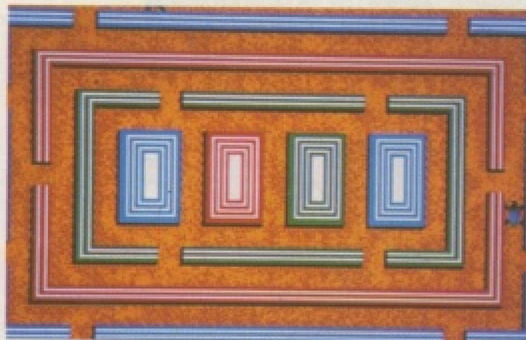


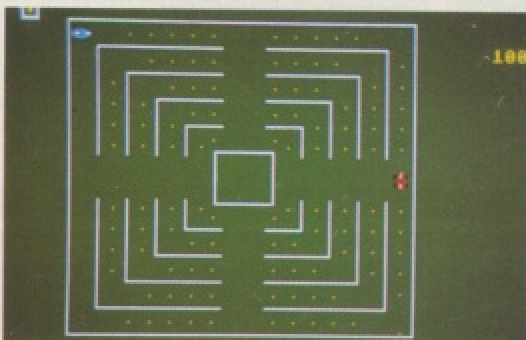

Rubber Radish, ★★★

## GROUND FORCE

**New PD company, Ground Zero, have published a series of quality game disks. Number five in the series has 23 games on offer including such PD stalwarts as *Bally II, Tiny, The World of S-Ball, Maze, Missile Command, Slot Cars* and *RusHour*. The last game is a PD clone of the age-old coin-op, *Head On*, in which the player has to drive a car around a maze-like arena collecting point-awarding white dots scattered about each lane while avoiding a suicidal computer-controlled car.**

**Ground Zero, Disk G63,** ★★★★






## NOW THAT'S WHAT WE CALL MUSIC...

Static Bytes have released *All-time Greatest Hits Vol.6*, featuring some serious sonic earbashing by the likes of Phenomena, Silents and Network. Best of the lot is Anarchy's Enjoy the Silence, a digital reworking of one of Depeche Mode's greatest hits.

17 Bit, Disk 1459, ★★★★★

**NBS**
UPD3, 1 CHAIN LANE, NEWPORT,
ISLE OF WIGHT, PO30 5QA
0983 529 594

# UNITED PUBLIC DOMAIN

Astronomy Slideshow
Nice pictures ....

Anarchy Digital Innovation .. Great !

Psygnosis Agony Brians big Valley ....

VIRTUAL WORLD- Demo of the year award ?

CUBULOUS - Tobias's biffy puzzle game

ENIGMA ? Well its definetely a Phenomena !

Get one of these for the price of a disk ...

Weird Sciences Butterflies shlideshow.

Wheres my disks ? He should have chose UPD

## GAMES

ADVENTURE SOLUTIONS 2 disks full of adventure solutions! (2)
AIR WARRIOR This is a flight simulator program
ALL NEW STAR TREK Great game from Tobias Richter! (2)
ANTEP & SLOT CARS A graphical role playing game & a car game
APIDYA Nice demo of a horizontal shoot em up!
ASSASSINS 1 Tanx, Rollerpede, Avatris, Caverunner & Amigoids,
ASSASSINS 2 Girl action, Missile command Invaders & 3 more!
ASSASSINS 3 Megaball & Drip! Superb breakout game & platform game
ASSASSINS 4 Jumper, Gomoku, Cracker, Jumpy, Turbo duel & Klondike!
ASSASSINS 5 Raid, Go Looly & Retaliator. 3 shoot em ups
ASSASSINS 6 Downhill challenge, Pacman 87, Meta Llamas & Welltrix
ASSASSINS 7 Destination Moonbase, Trix, Mightworks & Clauds runner
ASSASSINS 8 Air ace II, Hball, Number Fumbler & Snakepit!
ASSASSINS 9 Battle pong & Blizzard
ASSASSINS 10 Escape, Pipeline, Pickout & Sys!
ASSASSINS 11 Dad, Connex, Towers of Hanoi, Reversi & Trippin!
ASSASSINS 12 Llamatron, Car, Powerpong & X F 1!
ASSASSINS 13 Ball,Asteroids,Twinris,Block It,Squamble & Amigatration
ATIC ATAC A conversion of the old classic Spectrum game
AWESOME PREVIEW Fantastic preview of a great game!
BATTLEFORCE A strategy war game similar to Mechforce
BLACKJACK A really good version of the game!
CASTLE OF DOOM Easy graphic adventure game
CHINESE CHECKERS Computer version of the popular board game
COLOSSUS & WORLD Two very good adventures from Software distillery
CROSSWORD COMPILER Nice program for making crosswords!
CUBULUS Nice rubik cube style game from Tobias Richter
DARKSTAFF A spectrum emulated text adventure game
DRAGONS CAVE great Dungeons game, nice graphics!
ED 209 Robocop style shoot em up!
ETERNAL ROME & DOMINOES 2 nice games on this disk
ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
FLASHBIER Over 200 levels in this boulderdash type game
FRANTIC FREDDIE Classic platform type fun with good music
GALACTIC FOOD FIGHT Fight through ice cream cones fruit etc
GAMES GALORE 1 Drip tiles Quix O&X Invaders Chess Yahtc Othello
GAMES GALORE 2 Welltrix Skyfight Bouncer Jackland Lam Bluemoon
GAMES GALORE 3 Gravattack Asteroids Pingpong Miniblast Orbit 3d
GAMES GALORE 4 Mr Munk Diplomacy Car Mutant Chess Egyptian run
GAMES GALORE 5 Cosmo Cat & mouse Mazeman Rollon Trivia Pharoah
GAMES GALORE 6 Tint Jumpy Def ATC C-Robots SinLine King rats SB
GROWTH Brilliant game where you must shoot the brain!
HACK Great text adventure in the Infocom style
HOLLYWOOD TRIVIA Nice trivia game with lots of questions!
HOLY GRAIL A nice text adventure, one of the best
JEOPARDY Version of the board game Risk!
LAMER GAME Similar to operation wolf shoot em up.
LARN Another very well regarded text adventure game
LEARN & PLAY Great fun for the kids on two disks (2)
LASERZONE Great old 64 classic shoot em up!
LEAPING LARRY Simple platform game done in Amos
LETTRIX Nice puzzle games similar to Tetris!
LORE OF CONQUEST Exellent space trading game D&D style!
MARBLE SLIDE Puzzle game, build slides up!
MASTER OF THE TOWN Shoot the signposts in this game
MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound
MORIA Text adventure based around Dungeons & Dragons theme!
NAPOLEONIC WAR SIMULATOR A nice strategy type game!
NESTOR CARD GAME Another card game, looks quite good!
NETHACK Dungeon & Dragon adventure style game, very popular! (2)
NO MANS LAND Hi tech war games shoot em up.
NU GAME Shoot em up with good graphics, quite difficult!
PETERS QUEST Rescue the maiden in this fun platform game
POM POM GUNNER Blast the enemy aircraft in this Beachead clone
PROPERTY MARKET Become a millionaire before you retire at 65
RAPHAELS REVENGE A turtles game done in SEUCK!
RETURN TO EARTH Elite type space trading game!
RINGS OF ZON Interesting shareware adventure/strategy game
7 TILES Superb futuresports type game, Great!
SKATE TRIBE hang on to your skateboard! Nice graphics.
SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK
SEALANCE A submarine strategy game seems very involved
SERENE SHOOT UP Another good quality Shoot em up
SERENE II Follow up to the above game
SIMPSONS GAME Vertically scrolling shoot em up done in SEUCK!
SPLITTING Puzzle game, rearrange Ronald Reagans features!
ST BASH Blast the Atari Sts in this fun invaders game.
STARFLEET Nice little game done in SEUCK!
STAR TREK The US version by Jim Barber, very good (2)
STAR TREK NEXT GENERATION Strategy game runs in Hires 1mg
STAR TREK THE SHOOT EM UP Yes a SEUCK version of game.
SUBCULTURE Playable 1st level of a good shoot em up!
SUPER TWINRIS Superb 2 player tetris game!
SWIV DEMO Superb demo of an exellent shoot em up!
TENNIS A good shareware tennis game! 1mg
TRAIN CONSTRUCTION KIT make your own track layouts!
TREK TRIVIA For you Star Trek freaks, loads of questions!
TRUCKIN ON A trading game based around truck haulage (2 disks)
TURRICAN 2 PREVIEW Great demo of superb shoot em up!
THE EVIL DEAD GAME Blast the goolies in this crazy game
THE JAR Very nice little jump & run game.
THE INSIDERS CLUB Stocks &-shares game, see how far you get
WATERMINES Nice boulderdash type game!
WET BEAVER GAMES Version of the old pong game
WONDERSOFT GAMES Golf, Congi, Missile, Trillon, Windmill & Concentrate
WIZZYS QUEST A very good arcade adventure game from Germany
YELP Nice little painter type game
ZEUS A very good & popular block puzzle game
Note: Funpack 1-17 in stock, full of games which WILL work on the new Amiga 500 Plus! Phone for details!

## UTILITIES & SERIOUS SOFTWARE

A-GENE Good geneology program, to trace your family name. Requires 1meg.
A68K 68000 Assember program for the Amiga rather difficult to use.
A64 EMULATOR Commodore 64 emulator program + some basic listings!
AMATEUR RADIO 1 Some programs of interest to the radio ham!
AMICASH A very good banking program for the Amiga!
ANIMATED POINTER PACK Disk full of animated pointers!
AMIBASE 3.76 One of the best Amiga databases. Search facilities and more
ANYLYTICALC Now unpacked and ready to use! (2 disk version)
ARP 1.3 Amigados replacement project, contains new libraries & more !
ASI LABEL PRINTERS All the best label printing programs now on one disk!
ASSASINS GRAFFIX UTILS Great disk full of graphics convertors etc.
ASSASSINS BOOT UTILITIES Loads of bootblock utilities on here.
BANKIN A complete cheque book analysis program. Keep tabs on your money
BIORYTHMS & STARCHART Check your Biorythms & examine the night sky!
BUSINESS CARD MAKER Make your own with this useful utility.
C MANUAL II (4) New and better ! Version 2 now comes on 4 disks !
C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!!
CHEMESTHETICS Chemistry program for molecule display etc!
CHET SOLACE UTILS 26 utilities on this disk.
CLERK Another program similar to Journal, manages your bank account.
CLIPART 8 disks crammed full of some of the best clipart around! (8 disks)
COUNTACH CLIP ART (3) 3 disks packed full of clipart ! Various subjects.
CURSER BASIC COMPILER Just what you need to speed up basic programs
D-COPY One of the best PD copy utilities available, very easy to use.
DARKSTAR UTILITES 3 A disk full of assorted useful utilities you may need!
DBW Good PD ray tracing program inc some pictures ! CLI Knowledge needed.
DEMOLISHER UTILTIES 168 easy to use utilities, something for everyone
DESKBENCH Nice alternative workbench with 2 support disks,Icons+bases (3)
DESKTOP PUBLISHER From Germany, English translation now available.
DIRECT ACTION A useful Utility for editing animation sequences.
DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
DOPE INTROMAKER Make your own intros with this utility.
DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens. Great !
DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc (Not assignable)
EDUCATION SET (5) Five disks full of educational programs. Very good.
ELECTROCAD PREVIEW If your'e into circuit diagrams etc, try this.
EXILE FONTS More of theses superb fontscreens. For use with Deluxe Paint.
FLEXIBASE DATABASE A simple to use database for the beginner.
FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!
FRANZ MEGAUTILS DISK Plenty of Font Eds and a good boot menu program.
GENESIS DEMO Superb fractal generator, really good!
GRAPHICS UTILITIES Load of useful graphically orientated programs.
HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility.
HARDDRIVE UTILS Some good utilities for hard drive owners.
ICONMANIA Loads of programs for icon creation & many icons!
ICONS This disk is just crammed with useful & varied icons.
IMPLODER V4.0 Very good crunching program, very efficient!
INTERFERON PRO Create protection bootblocks against viruses.
JAZZBENCH A great alternative workbench much preferred by many!
JOURNAL A nice program designed to keep track on your finances.
JR COMM 1.02 Latest version of another superb comms package!
KEFRENS METALLION UTILITIES Great util disk full of fonts & more!
KING JAMES BIBLE Old testament & New testament & text reader (4 disks)
LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp and Logo
M-CAD Computer aided design package uses hi res mode. Good. 1 Meg.
MACVIEW,DRAW,ROTATE Collection of three unusual programs. Interesting.
MESSY-SID Easy to use PC - Amiga file transfer program, a superb utility!
MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calculator etc!
MOBED A very useful program for editing sprites and bobs.!
MORSE PROGRAMS Disk full of Morse code programs for radio hams.
MYSTIX HARDWARE MODS Documents disk for hardware modifications.
NCOMM v1.92 Latest and best version of this exellent comms package!
NORTH C 1.3 (2) A two disk unpacked version of above program. !
NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !
PASCAL COMPILER Now becoming a popular language, now available on PD
PC EMULATOR Software PC emulator needs MS DOS to run! CGA graphics!
PENDLE EUROPA MEGAUTILITIES 1 An essential collection of over 200 utilities
PENDLE EUROPA UTILITIES 5 Another great compact by the Red Devil.
PENDLE EUROPA UTILITIES 6 includes copiers and more utilities
PENDLE EUROPA UTILITIES 7 A very popular utility collection. Try it !
PRINTER DRIVER GENERATOR Design your own printer driver with this program.
PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PRINT STUDIO V1.25 Great utility for accurate printout of pics,text etc
QBASE Database program, simple to use with full search facility.
QED A nice easy to use text editor program ! Load, save, print and more
QUICKBASE A small database program, also Xspell & Text editor on disk.
QUICKBENCH Another alternative workbench system, very clever this one!
RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker & more
RED SECTOR DEMOMAKER Probably the best demomaker around!
RSI VECTOR BALL EDITOR Design vectorballs for use in RSI demomaker
RSI VECTOR DESIGNER Design fresh new vector objects for above.
RSI FONT DESIGNER Give your demos custom designed fonts!
RIM DATABASE Very comprehensive relational database system. Powerful.
ROT A simple 3D drawing package for your Amiga. Very popular.
SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc!
SCOPE 115 Structured clipart for use in Professional page & Pagestream!
SID V1.6 Newest version of the easy to use CLI utility. Essential !
SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc. (2)
SOZOBAN C Another very popular C enviroment, similar to North C
ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
SUPER 'C' DISK As near to a hard drive as mere mortals get!
SUPERKILLERS Kills 172 viruses, more than Master Virus2.2. A must!
SUPER WORKBENCH Yet another alternative workbench disk!
TAROT An astrology program for your Amiga.
TEXTPLUS V3.00 One of the best wordprocessors, includes Amigaspell.
TV GRAPHICS Superb Dpaint backdrops and some great fonts. Well recommended
UEDIT Word processing shareware program.
ULTIMATE ICON DISK Contains Iconmeister, Iconlab, Iconmaster & icons!
ULTRAPAINT v3 A nice paint package for IFF pictures!
UTILITIES COLLECTION Another great collection of utilities about 100 !
UTILTIES DISK 1 Another one for the collection. About 60 or more.
VECTOR DESIGNER A very comprehensive but difficult to use vector designer!
VIDEO APPLICATIONS (2) Programs for use with genlocks & videos!
VISICALC SPREADSHEET Simple to use spreadsheet program based on VC.
WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2 disks)
WORKBENCH HACKS Disk full of amusing workbench hacks!
WORDWRITE WORDPROCESSOR Comprehensive wordprcessor with spellchecker.
ZX SPECTRUM EMULATOR Latest version now with sound too!
600 BUSINESS LETTERS Lots of ready made letters for job applications etc.

## ANIMATIONS

AEGIS ANIMATIONS 3 anims, Juggler, Plane & Marlyn.
AGATRON 2 Misc - jet fighter landing , basic
AGATRON 3 Star Trek - Shuttle fly past
AGATRON 5 Star Trek Klingon fires torpedoes
AGATRON 7 Star Wars Fighter doing loops etc
AGATRON 9 Star Wars - Fighter fly by, impressive
AGATRON 10 Star Trek - Enterprise in dry dock Good
AGATRON 11 Tron - Tank v Deactivator. Good vectors
AGATRON 12 Tron animation Not one of the best
AGATRON 13 Misc - Robo 1 A robot waving
AGATRON 14 Star Trek Workbee & Reliant. 3 shots
AGATRON 15 Lotus car, Billiards, & Jet Fighter animations!
AGATRON 17 Star Trek TWOK animation Short but okay
AGATRON 18 Star Trek - Enterprise fly by. Short anim
AGATRON 20 Huey 2 A helicopter leaving a landing pad. Neat. 1 Meg
AGATRON 23 Star Trek fleet manoevre
AGATRON 24 Kuli pen animation & Ping pong. Great!
AGATRON 25 The run , a suberb car chase 1mg or over.
AGATRON 26 A ship rocking at sea, / enterprise leaves dock.
AGATRON 30 Contains Hyperspace animation & Landing animation
AGATRON 31 Anim of a Porche rising out of a table 1 mg.
AGATRON 32 Space - Space probe flying away
AGATRON 33 Probe animation Bird of prey animation & Klingonhit!
AGATRON 34 Star trek the space office - a bit short
AGATRON 35 Space- space probe flying away
AGATRON 36 Star trek Bird of prey, loop the loop.
AGATRON 37 Misc - Tobias goes knackers!
AGATRON ANIMS 5 great short looped animations!
APPLECUS ANIMATION Great anim of an abacus (applecus??)
BAD BIRD ANIMATION Not too bad this one.
BASKETBALL A basketball player shooting a ball into the net. 1 Meg
BONGO ANIMATION Animation of a man playing the bongo drums.
BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1 Meg
CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1 Meg
COOL COUGAR A cartoon style anim, tells the story of cool Cougar. 1 Meg
CX1 SPACESHIP A beautiful sculpt 4D anim of a ship circling a globe. 1 Meg
DART ANIMATION Good animation of a dart passing through an egg!
DRAGONS LAIR TIME WARP Animation of the cartoon game by Don Bluth. 1 Meg
ERIC-S AMY VS WALKER Cute and sexy(?) squirrel chasing a Walker. 1.5 Meg
ERIC-S BATMAN A great animation featuring batman and the joker. 1 Meg
ERIC-S COTOTE 2 This ones a corker the old coyote up to this tricks 1.5 Meg
ERIC-S COYOTE STRIKES BACK Not too good this time but still popular. 1 Meg
ERIC-S MORE AEROTOONS More humourous cartoon capers. Great stuff. 1 Meg
ERIC-S SHUTTLECOCK Two Space Shuttles playing with a satallite. 1 Meg
ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon. Great. 1 Meg
FRANKLYN THE FLY Great anim of a day in the life of a housefly!
GHOSTBUSTER ANIMATION Anim on the popular ghostbusters theme.
GYMNAST ANIMATION Animation of a gymnast swinging around the bars. 1 Meg
HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Hammer. All 512K
HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancing on swords.
HOLIDAY ANIMATION Not too bad this one.
LAUREL AND HARDY by Brazzel Atkins, select your film from the videos. 1 Meg
LIGHT CYCLES (2) Huge animation from the Tron film. Excellent. 1 Meg
LUXO TEENAGER Father & son lamp animation converted to the amiga, 1 Meg
MAGICIAN II this ones a bit better, more glossier this time round. 1 Meg
MAGICIAN Similar to the juggler animation, but not quite as glossy ! 1 Meg
MINER A miner truck loading coals into a buggy to be taken away. 1 Meg
MR POTATO HEAD Watch the potato man in cabaret!
NEWTONS CRADLE ray traced animation, plus F-19 and Rocking chair anims.
PHAROAH ANIMATION An animation of a Pharoah kings mask.
PIANO ANIMATION This is an animation of a cartoony piano!
PORKY PIG ANIMATION Cute anim of the Porky pig character with sound!
PROBE SEQUENCE Probe investigates new life forms on a distant planet. 1 Meg
REAL 3D (4) Superb demo of the effects possible with Real 3D. 1 Meg
REAL THING HORSES demo of the animation package for deluxe paint.
SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
THE BOINGS Great anim of 2 Zebedee characters on springs!
THE JUGGLER the old classic animation that sold hundreds of Amiga's !
THE KNIGHT DEMO Animation of a knight climbing out of a book. Pretty. 1 Meg
THE WALKER DEMO Helicopter attacking the walker. Film type animation. 1 Meg
THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1 Meg
UGLY MUG ANIMATION The ugly mug goes for a spin!
UNICYCLE ANIMATION Exellent animation of a unicycle & a car!
WINGS Superb quality red baron biplane animation. Very nice indeed. 1 Meg
ZEUS BUST ANIMATION Animation of a golden bust rotating!

## POWER ANIMATIONS !

ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this now ! 2 Meg
AT THE MOVIES Cute anim from Eric Schwartz featuring Amy squirrel 1.5mg
AUTOMATED LIGHT (4) Great battlestar galactica type animation. 3 Meg
BUZZED (3) Great animation of a wasp crashing into things. 3 Meg
DATING GAME (2) Superb new demo from Eric Schwartz, a must see. 3.5mg!
DRAGONS LAIR (3) Three meg power demo with sound effects. Great !
GULF WAR ANIM Superb Eric Shwartz, find out what happens to Hussein! 2mg
JUGGLER II Juggler meets Ms.Juggler. Great followup to the original.1.5Meg
LOST IN SPACE (3) Remember the old TV series ? well this is the anim. 2 Meg
LANDING (4) Tobias Richter Poweranim ! Superb ray traced stuff. 4 Meg
STATION AT KHARN (3) Animation of a a spacestation, very nicely done. 2 Meg
UPGRADE (6) Wow ! Camberwick Green meets the Amiga ! This is GREAT ! 5 Meg
VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
WALKER DEMO (2) The 2 disk 2mg version of this classic demo.
WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg

## DEMOS

AGONY DEMO Brilliant graphics in this game demo,show it to ST owners.
ALARM MEGADEMO Nice new demo with a good acid type video part !
ALCATRAZ MEGADEMO Exellent, a huge demo, comes on 3 disks! (3)
ALF DEMO Featuring the cute character from the TV show.
AMOS 3D DEMO Shows you some of the effects that are possible with 3d Amos
ANALOGUE MEGADEMO A great intro & novel demo selection!
ANARCHY INSPIRATION IS NONE Brilliant demo with some superb ray traced Gfx
ANARCHY MADNESS II Demo with Bobs and Filled Vectors, superb music!.
ANARCHY SYSTEM VIOLATION Classy demo featuring Vector Bob Gfx Cool Music.
ANARCHY DIGITAL INNOVATION Their latest and best demo, superb!
ANIMATORS MEGADEMO A nice new megademo from the Animators.
AURORA MEGADEMO Dramatic intro, good music with some Ham bobs
BASS MEGADEMO Great megademo with some housey house music.
BOB CRAZY A disk filled with Bob demos!
BRONX WHAT A RUSH Nice new demo.
BUDBRAIN II Hilarious megademo, house music video and cartoon sketches
CASCADE MEGADEMO Curious demo with a puzzle and an acid part!
CHAOS ROCK A fantastic light show based on fractal patterns.
COOL FRIDGE A plasma meagdemo, If you like these FX get this one.
CRIONICS MEGADEMO Includes the superb maddona demo and more !
CRIONICS NEVERWHERE Superb demo with a Real world demo and Madonna pics
CRIONICS TOTAL DESTRUCION Very nice plasma Fx plus a kickin music track
CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome & great effects.
CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector demo. Great music.
DARKNESS MEGADEMO II Another unlimited bobs demo - Do they ever stop..
DANISH KNOW HOW A classic demo!
DEAD DANCE THRASH Amazing thrash metal soundtrack & some wierd pics!
DEFJAM PIXEL NATIONS Nice multipart demo with plasma,bobs etc.
DEVILS LABYRINTH Great new demo with some fab effects, RGB ham plasma!
DEVILS NO REALITY Another great multipart demo from Devils!
DRAGONS MEGADEMO An old demo but still one of the classics!
ELVIRA DEMO An exellent demo of a very good game!
E P I C Incredble preview to a new game by Ocean, Filled vectors. 1 Meg
ERPLAND (2) Brill kalidescope patterns on this exellent demo & music!
FILLET THE FISH Similar to puggs, but not quite as good.
FRAXION "REVENGE" Cartoon style horror video recorder ! Very funny !
FRAXION FUTURE VISIONS Superb Aliens-type intro plus great pictures
GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid style video at end
GOLDFIRE ULTIMATE FX Another good megademo from Goldfire.
HORIZEN SLEEPING BAG Great multipart demo with vectors & funky music.
INDIANA JONES DEMO Nice clip of the movie!
IRAQ DEMO Amusing demo of Saddam meeting President Bush ...... Kaboom!
INTUITION MEGADEMO Includes a very good acid type section!
KATHARSIS MEGADEMO This is the famous Xcopy demo from Poland!
KEFRENS MEGADEMO VIII This is great plenty of filled vectors and music (2)
KGB MEGADEMO (2) This is great ! A great house music video & vector drums
LAUREL & HARDY Good demo featuring 'The lonesome pine' song. (2 disks)
MAGNETIC FIELDS HYSTERESIS Excellent vector graphics, plus music !
MAGNETIC FIELDS SPACED OUT (2) Music come demo disk with some good tracks
MAXIMUM OVERRIDE (2) Very nicely done filled vector demo by TSB.
MIRAGE MEGADEMO Another good disk, this one copies itself.
MONTY PYTHON (2) Brilliant demo featuring the lumberjack song !
MONTY PYTHON NUDGE NUDGE Another amusing sketch on 2 disks! (2)
NEWTEK DEMO 3 An exellent demo,take your machine to the limit! (2)
NOT THE NINE O CLOCK NEWS Some amusing sketches on these disks (2)
PHENOMENA ECES A very good demo with a light sourced filled vector !!
PHENOMENA INTERSPACE Is time Linear ? Well get this demo and find out
PHENOMENA ENIGMA Absolutely brilliant, one of the all time greats!
PHENOMENA JOYRIDE Another absolute corker of a demo!
PINK FLOYD THE WALL (6) Oh yeah ! A huge demo based on film and songs.

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THIS ADVERTISMENT WAS WRITTEN, DESIGNED AND TYPESET ON THE AMIGA USING PROFESSIONAL PAGE 2.0

# MAIN DISTRIBUTORS

**START**
UPD3, 20 HOLMESIDE
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091 565 2506

PLASMUTEX Kickin Soul!!Soul music beats plus wild copper and plasma FX !
PMC ALPHA OMEGA An absolutely superb filled vector demo. Lovely music !
PUGGS IN SPACE A classic demo, the kids will love it.
PRISONER DEMO Remember the old 60s series? Well heres the Amiga demo
PULLING THE TRIGGER Well laid out set of demos.
PURE METAL CODERS Present fractal demos disk, very nice.
QUARTEX SUBSTANCE Superb demo one of those you simply must have !
RAF MEGADEMO A very nice 2 disk megademo! (2)
REBELS MEGADEMO II An old classic blast from the past!
REBELS COMA This one is a classic ! the best Acid style video on Amiga !
REBELS SNAP A nice demo with spooky style music track, Popular still.
REBELS TRIPLE TROUBLE Nice new demo, + some others.
REBELS OUTLAND Latest demo from a prolific outfit!
RED SECTOR CeBIT 90 An old classic filled vector demo, lovely music
RED SECTOR MEGADEMO (2) Still stood the test of time, very good !
SCIENTISTS 451 MEGADEMO Great megademo with some great soundtracks.
SCOOPEX CHROMIUM Superb demo with great graphics and music.
SCOOPEX MENTAL HANGOVER One of the best demos of all time. get it!
SHADOW OF THE BEAST DEMO Superb demo of a classic game!
SHINING VECTOR EXTERMINATOR Exellent demo, incredible new effects.
SILENTS GLOBAL TRASH This is a MUST for all demo freaks, Mega !!!!
SILENTS ICE Latest demo from the Silents. Brilliant music tracks !
SILENTS MEGADEMO Old but still up to scratch, vectors and music !
SIMPSONS BY DECAY With superb animation and a great funky music beat
SIMPSONS EQUINOX Remix of the song & pix of our favorite hero Bart !
SIMPSONS FREEHAND Slideshow with a funky little Bart Simpson soundtrack.
ST PEPPERS LONELY HEARTS Great 60s style demo from Brazzle Atkins. (2)
TECHNOFLIGHT MEGADEMO Not a bad little megademo. But not all that good.
TECHNOFRIGHT A spooky demo with good music & effects!
TIMEX HYPRA Great demo that looks like a platform game & good music.
TOMSOFT TRIP TO MARS Old but very good 3D filled vector trip to mars
TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year !!!!
TRIPLE TROUBLE Brilliant plasma and copper fx with funky music track !
UNREAL DEMO Superb graphics & sound in this great demo.
UNIVERSAL PICTURES Very impressive filled vector demo in space ++++
VANGELIS DEMO Great music & superb colour cycled graphics. 1mg.
VECTRA SINKING DEMAND Really good filled vector demo.
WARFALCONS PURPLE MEGADEMO Another good classic demo.
WITH VECTORS TO HEAVEN New demo just in, check it out!
WRATH OF THE DEMON DEMO Another to show off the machines graphic power.
XRAY MEGADEMO A demo in 6 separate parts.

## MUSIC DISKS

100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised on the Amiga
4-MAT CES MUSIC About 10 great songs by 4-mat of Anarchy.
4-MAT REFLECTIONS 2 Four or Five good songs again by 4-Mat
ALCATRAZ 'THE POWER' Excellent re-mix of the song by the band Snap.
ALCATRAZ MORE THAN MUSIC A superb music disk very well presented !
ALCATRAZ SOUNDS OF ENERGY Four Great house music tracks. Worth a listen.
AMAZING TUNES II (3) This ones a biggy loads of great music by SAE.
AMEGA PARTY WINNERS Four EXCELLENT songs that won the Amega party contest.
AMIGA CHART BLACK BOX, QUEEN The invisible man and Ride on time. Remixed
AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. By Rob Baxter.
ANARCHY CAPTURED IMAGINATION SOme very nicely presented music by 4-Mat
BANGING RAVES Yeah ! Pump up the music, kickin remix of some house tracks
BEAST SONIX Scoopex present the music from Beast I, all tunes.
BEATLES SONIX Lots of Beatles music done in Sonix!
BEATMASTER 808 STATE Cubik and more of this type of music from 808 State.
BEATMASTER I LOVE TECHNOLOGY More of the rave type music. Great Stuff.
BRUNO'S MUSICBOX II This is great really Funky music with jazz influences.
BRUNOS MUSIC BOX III Some superb jazzfunk music on this 2 disk set.(2)
CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter.
CLASSICAL MUSIC II Another great classical music disk.
CRUSADERS BACTERIA Great music disk one of the best ever!
CRUSADERS AUDIOX Another classic music disk, great music.
DEPECHE MODE MUSIC Nice soundtrackered disk of their music!
D-MOB MUSIC 3 A Great quality house music re-mix, One for the collection.
D-MOB MUSIC 4 (2) PopMusic, PumpUpTheJam and more great house tracks
DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house & more
DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it !
DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant !!!!
DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin, and Touch Me. Brilliant !
DIGITAL CONCERT 6 Latest in the series, very good quality House music mix.
DIGITAL DEBUSSY Great classical music from Rob Baxter, Clair de lune etc.
DIGITAL DEBUSSY 2 More great Debussy tracks on this 2nd disk.
DO THE BARTMAN (3) The Chart topping song sampled onto three disks. Brill !
ENCYCZ MUSIC DISK NO 1 Great music disk, new!
EQUAMANIA II Demo with a great dance music track and fab equalizers !
EVIL FORCES Brand new mega acid/house music demo (some swearing!) (2disks)
HELLOWEEN DEMO Great screaming rock guitar demo! (2 disks)
GENESIS LAND OF CONFUSION A sample of the well known track.
GOLDFIRE CEREBRAL DELIGHTS (2) Two disks of music with tape selecter.
GROOVE IS IN THE HEART Remix of the song by DeeLite, If you like the song.
JARRE DOCKLANDS The keyboard wizard, sampled and on your amiga. Great !
JUSTIFY MY LOVE Remix of Madonna song plus more mixed in!
KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box Selector
LSD DONT PANIC Superb new music disk, exellent quality music.
MADONNA VOGUE (4) Sampled remix of the song, good quality sample too.
MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music!
MANIACS OF NOISE This is brilliant ! Great stevie wonder type music !
MIAMI VICE REMIX Sampled music + a digitised pic!
NAGEL PICS Some nice pictures from a well known artist.
NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to the music !
PAT MUSIC I Collection of fantastic ripped music, by various artists.
PAT MUSIC II Another great collection of ripped music here.
PAT MUSIC III Another great collection of songs by Pat. Well cool.
PHENOMENA MUSIC DREAMS I Twenty wicked songs by twins of Phenomena.
PHENOMENA MUSIC DREAMS II Second in the series More superb music !
POPEYE MEETS THE BEACHBOYS Great demo very funny!
RAMRAT III 4 really long songs on this one, very good.
RAZOR FACE ANOTHER DAY This is an incredible music track!
RHAPSODY IN BLUE Great conversion of Gershwin music by Rob Baxter! 1mg.
SILENTS BLUES HOUSE (2) Tangerine Dream style music. With game. Brilliant !
SILENTS FULL POWER House it up music. Includes Remix of tricky disco.
SOUND OF SILENTS This is a must ! Great atmospheric Jesper Kyd music !!
STAR DREK SAMPLED (2) Amusing mickey take of Star Trek. Great for a Laugh!
TALK TO THE TREES Another very funny sampled music/Comedy track.
TECHNOTRONIC REMIXES Pump Up the Jam and Get Up - they even sing it !
TECHNOTRONIX REMIX All of their songs remixed into one great track !
THE SOUNDS OF GNOME Mahoney and Kaktus music disk. 46 great tunes.
TIMECIRCLE MUSIC More Commodore 64 style music. Very good
VIVALDI - FOUR SEASONS (2) Superb rendition of 4 seasons by Rob Baxter
ZARCH 1 Great music tracks inc, Itsy bitsy,oh no Timmy Mallet ARGHHHH!
ZARCH 2 Another great pack of exellent tunes!
ZARCH 3 More good quality tunes on this compilation.
ZARCH 4 This is the latest disk, good quality as usual.

## SLIDESHOWS

ADAMS FAMILY The Addams family started when Uncle Fester ... (Ermm .. No!)
ADVANCE HAM A collection of brilliant digitised pictures with funky music.
AGATRON 5 Some superb HAM pictures, created by Tobias Richter.
AGATRON 6 Incredible 4096 color ray traced slideshow. Get this one !
AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
AGATRON 9 More of Tobias Richters superb works, again based on Star Trek.
AGATRON 12 Some more great pictures on this new disk.
AIRCRAFT SLIDE Lots of pictures of fighter aircraft.
ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc!
AUSTRALIAN SLIDE Lots of pics of Australia in 32 colours.
BORIS VAJELIO (2) Pictures digitised from works by the Artist. Nice.
BORN TO BE FREE Picture of wild animals this time. Very good quality
BUTTERFLIES (2) High qulaity slidshow of butterflies, by Weird Science.
C64 ART Lots of picture screens from the good old Commodore 64.
CHAINSAW SLIPPERS This one is Great, the pictures are naff but hilarious !
CHRIS HILL Great pics from a great artist!
COLOURCYCLES A slideshow of colour cycled pictures. Very impressive.
CREEP SHOW Iron maiden type pictures, Eddie and more. Not music too.
DARKLORD SLIDESHOW Lots of pictures in the Darklords distinctive style.
DEBBY HARRY SLIDESHOW Some nice pictures of 70s popstar (2 disks)
DEMONS III A quality slideshow from C-Dryk of Demons, with music to back.
DESERT ISLAND SLIDESHOW Lots of nice pictures on this disk.
DIVINE VISIONS (2) A slideshow of Mythylogical gods with music to back.
DR WHO SLIDESHOW Piccies of Dr Who and the infamous Daleks!
FENN TASTIC VOL 1 Picture show of Twin peaks star Sheryln Fenn.
FORBIDDEN PLANET Nice slide with story text of cult 50s Sci fi film!(2)
FRAXION FUTURE VISION Great fantasy slideshow especially for lo res.
GARFIELD Digitised slideshow of the cartoon hero by Jim davis.
GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
GERMAN RAY TRACE High quality ray traced pictures by a german artist.
GRUSEL SLIDE Eerie fantasy slide from Germany, unusual.
HARRY ENFIELD SLIDESHOW A slideshow of Harry Enfield & Smith & Jones.
HEROIC DREAMS SLIDESHOW 1 Great fantasy art pics from Pendle Europa.
HEROIC DREAMS SLIDESHOW 2 More great fantasy art pictures
HEROIC DREAMS SLIDESHOW 3 And yet more great fantasy pictures.
INVISIBLE WORLD Not one for people scared of creepy crawly creatures !
IRON MAIDEN SLIDESHOW Digitised pics of Iron maiden & more!
JIMI HENDRIX SLIDESHOW Great picshow of the 60s rock legend! (2)
JOE SLIDESHOW 1 Very good quality slideshows drawn in Dpaint, by Joe/SCX
JOE SLIDESHOW 2 More supah pics by Joe. Check them out for yourself.
KELLY SLIDESHOW Some excellent quality HAM pictures. Various subjects.
KIM WILDE SLIDESHOW Lots of pics but mainly in black & white.
MADONNA SLIDESHOW Lots of pictures but needs 1 mg & 2 drives (disks)
MADONNA \DICK TRACY SLIDE Quite nice slideshow, (2)
MILLER LITE Pictures and music from the TV advert for Miller Lite lager
NAGEL PICTURES Great hi res pictures from a famous artist.
NAPALM DEATH SLIDE This one is for over the top moshers only!
NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
NASA SLIDES 2 More pictures, this time viewed from space. good !
NEWTEK DYNAMIC HAM A slideshow of Newteks new mode 640x512 in 4096 colors.
NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
NIGHTBREED Yukky slideshow from the film. Music suits the pictures !
NIGHTMARE ON ELM STREET SLIDESHOW great for all you freddy fans (2 disks)
NIK WILLIAMS Some very well digitised pictures from the pictureware.
NW DYNAMIC HAM More from the Nik Williams series. Incredible quality.
PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PHOTMONTAGE I Slideshow on various subjects very nicely done.
PHOTOMONTAGE II Another great slide of various subjects.
POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity & Pet shop boys!
RICK PARK'S ART Dpaint style pictures all done in Hi Resolution.
ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.
SILENTS/CH 42 (2) This is superb, slides plus a great music track.
SPACE BUBBLES Great fantasy art pictures in interlaced ham.
SUPER HAM CARS Superbly digitised slideshow in Interlaced HAM. Beautiful !
SUN CONNECTION SLIDE Great ray traced pictures on this disk.
THE FABULOUS ART OF TOBIAS RICHTER Two disk compilation of some
TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great !
TERMINATOR II SLIDE Great slide of a great film! (2)
TRAVELLER SLIDES Impressive Pictures drawn in Dpaint by the Traveller.
VAX SLIDESHOW Pictures downloaded from a vax system. Very nice indeed.
VIC REEVES Pics of our hero & sampled music - You wouldnt let it lie !
WATERSHIP DOWN Cute side of those rabbits, great for the kids.
WRESTLE MANIA (2) Collection of picture and animations. Pretty good.
WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Good quality.
YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred and the rest.

## MUSIC UTILITIES & MIDI

ALGORYTHMS Midi program for synthetic music creation.
ART OF MED Disk full of Med music scores.
ASSASSINS AUDIO MAGIC Collection of soundtrackers and ripping programs
ASSASSINS AUDIO MAGIC 2 Latest collection of soundtracker programs!
CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series synths.
DELUXE MUSIC DATA Some scores need midi synths, (needs Deluxe music)
FUTURE COMPOSER A chip music sequencer. Complex to use, but good
GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
JAMCRACKER Four channel chip music sequencer. Also handles sampled sounds
KAWAI K1 Editor for changing your patches on your keyboard
KAWAI K4 This is similar to above, a patch editor for K4 synths.
MED 3.2 Very latest version of this superb sequencer. Great !
MED MUSIC DISK Some nice med music on this disk
MIDI DISK Contains lots of useful midi programs for synth owners
NOISETRACKER Music sequencer used by the pros. Stacks of superb functions
NOISETRACKER-EXECUTEABLE Convert your modules to a stand alone program.
PERFECTSOUND SAMPLER Nice sample edit program with some samples!
ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details.
SOUNDTRACKER 2.6 New release of this popular program, new editing screen
SOUNDTRACKER A superb four channel sequencer everybody uses this one !
SOUNDTRACKER COMPILATION Compilation of sound and noisetracker programs
ST-80 BEAST SAMPLES Lovely panflute sounds from Beast and Beast II
ST-90 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-91 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-92 SAMPLES DISK Studio quality samples. drums, bass, snares and more
ST-93 SAMPLES DISK Studio quality samples. drums, bass, snares and more
YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
YAMAHA DX7 VOICE SORTER For the above program.

## AMOS PUBLIC DOMAIN

APD2 TREASURE SEARCH Find the buried treasure in this fun game
APD52 FORMS REALLY UNLIMITED a Great form designer program.
APD62 ARCADIA A nice version of the popular breakout game
APD76 RAINBOW WARRIOR Paint with coppers and save them out!
APD83 AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD85 REVERSI + SNAKES & LADDERS 2 well known games
APD96 PAIR IT Match the cards to make a pair,easy to play 1mb
APD97 DYNAMITE DICK Nice little amos game+ living slideshow
APD103 PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD104 PICK UP A PUZZLE Datadisk for above.
APD109 WEIRD SCIENCE DEMO II BIRDS OF PREY Nice slideshow
APD110 CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 BALLOONACY Good version of the classic 'Bomber' game.

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ALL PUBLIC DOMAIN DISKS ARE NOW ONLY 99p WHEN YOU ORDER TEN OR MORE !

APD130 THE WOODEN BALL A shareware game 1mb
APD132 FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD135 SIMON & SPACE MATHS 2 educational games on this disk.
APD137 TILE TRIAL Sliding tile puzzle to solve within a time limit
APD138 SPANISH TUTOR Good if you need to learn Spanish
APD139 MASTER RACE A quiz game set in outer space
APD148 DEMOLITION MISSION Another version of popular bomber game.1mb
APD153 MISSILE COMMAND Nice version of the old classic!
APD166 PICK UP A PUZZLE Datadisk 3
APD167 JIGMANIA Datadisk 1 ( needs LPD13)
APD176 DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180 DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD181 DUNGEON DELVER DISK 2
APD182 PIXIE KINGDOM Another good exploration game on 2 disks
APD183 PIXIE KINGDOM DISK2
APD190 BLACKBELT Chop the blocks in this martial arts game
APD198 BOMBS FROM BAGDAD/PRODIGAL SON
APD205 R-DRAW 1.48 Another well laid out drawing package.
APD219 JIGMANIA Datadisk 2
APD220 JIGMANIA Datadisk 3
APD221 AMOS BINGO/CRACK THE CODE 2 games on this disk.
APD229 AMOS MULTIPAINT Another Amos paint program!
APD230 AMOS ASTEROIDS Four versions of the asteroids game.
APD231 AMOK Your robot is trapped in a strange world 1mg
APD237 SHAPES Very nice little puzzle game.
APD238 A.I.M. A picture convertor & image processor!
APDD254 HOBBS GAMES Crapman, Battle, Adrian & 80+ 4 games.
APD257 CASSETTE LABELLER + MIXED SOURCE Make your own cassette labels
APD271 WIZARDS DOMAIN Nicely done graphical adventure game
APD284 AMOSAGRAM Nice anagram program.
APD292 WAR OF THE FOUR A shareware graphic adventure game
APD 293 GRAND PRIX SIMULATOR Not a race game,more of a simulation.

## *De Ja Vu Licenseware £3.50 Each*

LPD1 COLOURING BOOK Colour in the nursery rhyme pictures
LPD2 ARC ANGEL MATHS An educational game to help kids with maths
LPD3 GALLEONS Follow up to the popular dogfight II game.
LPD4 THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD5 JUNGLE BUNGLE Icon driven adventure game for the kids
LPD6 PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD7 FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD8 WORK & PLAY 3 really good educational games on this disk.
LPD9 AMOS ASSEMBLER This disk requires AMOS to run.
LPD10 THE WORD FACTORY Great program helps the kids to spell
LPD11 GO-GETTER A card game where you have to pass go.
LPD12 HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 REVERSI II New improved version of Reversi
LPD17 DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 TOUCHSTONES An Ishido type game played with tiles
LPD19 X-IT-50 Shoot objects across the screen
LPD20 WORDY A basic Amosware wordprocessor program, quite good
LPD21 QUINGO Great quiz game in which you play Bingo
LPD22 LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 ESP Collect the letters ESP
LPD24 SHINING WAY OF KUNG FU 2 disk game with good graphics(5.50)
LPD25 THE MISSION A great text adventure written in Hisoft basic
LPD26 CYAD Collect the diamonds in this puzzle game
LPD27 FLOWER POWER grow flowers before bugs munch them away.
LPD28 BUDDBASE Simple to use database with tutorial
LPD29 BIG TOP FUN 4 great educational games for younger children
LPD30 SHYMER Nursery rhyme adventure game for young or old.
LPD31 CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 INVOICE PRINTER Quick production of invoices on paper
LPD35 T-TECDRAW Technical drawing program with print facilities
LPD36 FRACGEN II Great fractal program generator
LPD37 ROCKET MATHS Help children in maths with this game
LPD38 AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 MAGIC FOREST II Great sideways scrolling platform game
LPD40 SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 RESCUE A 3D adventure game done with 3D construction set
LPD42 X-STITCH Print out pics for embroidering, with documents
LPD43 LAZERZONE A very nice shoot em up game.
LPD44 FORMULA ONE CHALLENGE Nice road racing game.
LPD45 MUSIC BOX A music program for children of 7 upwards.
LPD46 MAGPIES CLIPART Lots of clipart, unavailable elsewhere.
LPD47 DIRTY CASH An exellent fruit machine program.
LPD48 SPARX'S STOCKING FILLERS 3 great seasonal Xmas games!
LPD49 MARVIN THE MARTIAN A maze type game, collect keys etc!
LPD50 MAGPIES CLIPART 2 More clipart, Animals, People, Food etc!
LPD51 MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 LC10/200 FONTS Same as LPD22 but for 24 pin printers!
LPD53 MAGPIES CLIPART 3 162 pieces, Xmas, People, Scenes tools etc!
LPD54 MAGPIES CLIPART 4 169 pieces, Cartoons plants Insects birds etc!
LPD55 SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!

*All the staff at NBS, Blitterchips, Vally and Start wish you a very Merry Christmas and a happy new year !*

Come for a Joyride with Phenomena Hi Fredrik

Adam at START on a bad day .....

SID ? Never heard of him ....

Textplus 3 - Commercial quality Wordpro.

Assassins Games.Thanks to Telebug & Arty !!!

German Ray-traced Slideshow. Yum !

Steve on his way to work Brunos Music 3

Advance Ham - The view from NBS's window

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LPD48 Sparks Stocking
LPD49 Marvin the Martian
LPD50 Maggies Clip - art 2
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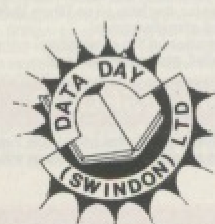



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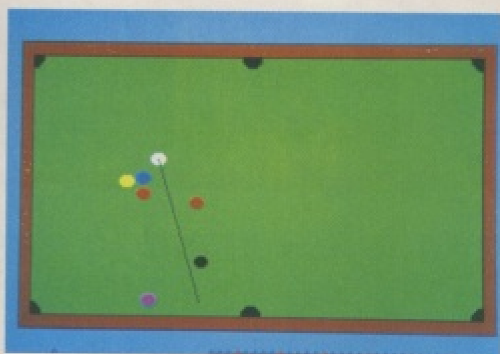
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# DATADAY COMPUTERS

# DEMOS



## MEGABLITZ

The Megagames compilations go from strength to strength. Volume II, disk 3, features *Trix*, a nifty *Qix* variant, and a more-than-competent text adventure which has you exploring a strange new world in search of alien life. There's also a Pool sim which, while not in the same league as Virgin's *Jimmy White's Snooker*, is a competent ball game. The cue ball is aimed by moving the mouse in the required direction. This draws out a line radiating from the cue ball and the overall length of this line determines the strength of the shot.

Strictly PD, Disk G215C ★★

## ADVENTURES IN HELL

Fans of the much-maligned text adventure will no doubt get a kick out of this collection of six such games to play. *Jedi, Star Trek, Atlantis, Ring World* and *Safari* obviously give some indication as to the type of adventures each contain, but I'll leave you to work out what *Grungy Towers* is all about for yourself. All the adventures are fairly detailed and easy to get in to. If you've never had a go at one before, now's your chance.



Ground Zero, Disk G42, ★★★★★

## PDTOP TEN

**A-Animation S-Sound U-Utility G-Game M-Miscellaneous**

1 Gulf Conflict **A**
2 WWF Slideshow **M**
3 Nu **G**
4 Humdinger the Revenge **G**
5 Adventures of Norris **G**
6 Hypnotic Hammer II **S**
7 Shamen Remix **S**
8 Atlantys Slideshow **M**
9 Ray of Hope 2 **M**
10 Megad! **M**

*Compiled by CU Amiga*

## THE RETURN OF CHUCK

Just to prove you can't keep a good guy down, Steve Packer has resurrected his Chuck cartoon character for a special festive greeting to all of his many fans. Nice one. *Not available.*



## DEMO OF THE MONTH



## LOST SLIDESHOW OF ATLANTYS

French group, Atlantys, have released a cracking slideshow of their members' work. Amongst a massive selection of quality pics are illustrations of Wolverine from the X-Men, those irascible Lemmings, Strider and many other heavily-armed warriors. Definitely one of the best slideshows we've seen in a long time.

17 Bit, Disk 1444 ★★★★★









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D410 Farts & Belches
D329 Girls Girls Girls
D314 Girls on Film X
D416 Gorgeous Models 2
D442 Gulf War Slides
D224 Horror Demo
D320 Horror Show X
D448 Mr Potato Head In The Chips Are Up
D316 Maria Whittaker Anim
D129 Maria Whittaker Slideshow
D313 Paradise Picture Show X
D436 PD Animations
D413 Perverse Slideshow
D415 Pretty Girls
D435 Rambo Slides
D432 Rowan Atkinson
D303 Saucy Postcards X
D328 Showering Girls X
D269 Simpsons Slideshow
D089 Star Trek Animation
D121 Star Trek Animation
D419 Star Trek Mega Demo (2 Disks-2 Drives (1Mb)
D112 Stealthy 2
D321 Strip Slot Machine X
D444 Terminator II Slideshow
D214 Twin Peaks
D445 Vic Reeves
D451 Virtual Worlds
D423 Walker v Amy Anim (1Mb)
D414 Warzone/Sickness Simulator (1Mb

### utilities

U285 Agatron Utilities
U072 Agene (1 Meg) Family Tree
U063 Amigazer
U071 Biorythms (1 Meg)
U227 Bootbench
U054 Business Card-Maker
U079 CAD V
U069 Cartoon Brushes
U073 C/Light
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U049 Countach Art Collection (3 disks)
U292 Database Master
U231 Digitised sample player
U056 DTP clip art (2 disks)
U042 Education 1: German
U089 Flexibase v2.0
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U218 Fractal Scape
U051 Future Composer
U264 Ghost Writer
U215 Graphic Utils (2 disks)
U006 Home Business Pack: W/Processor, Spreadsheet, Database (3 disks)
U233 Icons
U014 Intromaker
U096 Label Printer
U230 Mac clip art
U017 Mandel mountains
U066 Mandelbrot Explorer
U222 Mandelbrot Generator
U050 Messy Dos
U214 Mobed v1.0
U216 Noise Player v3.0
U058 North C
U237 Professional DemoMaker
U217 QED text editor
U295 Quickbench
U081 Rabid Rita's utilities
U209 Red Sector DemoMaker
U025 Sid v1.6
U070 Slideshow Maker
U288 Spanish Tutor
U221 Spectrapaint
U084 Speech Toy
U038 Text Plus
U265 The Ultimate Disk Creator
U094 Uedit
U284 Viz Clipart
U082 Voices
U266 Wordwright
U061 Workbench Fun
U297 Sound Workshop
U299 Scene Generator
U300 Vector Designer
U302 Midi Collection
U303 Messysid
U304 Programming Languages
U305 Word Frenzy
U306 Golf Recorder
U308 AMOS Paint
U310 Paint Spool
U281 Med v3.1
U312 Mandelbrots
U313 Aquarium
U286 House Sampler 2
U287 House Sampler 3
U296 Hamlab

### music

M061 808 State remixes
M308 Alice Cooper/Star Trek
M105 Another day in paradise
M092 Betty Boo
M200 Bomb the Bass
M149 Don't miss the party line
M306 Erasure Mix
M203 Eurythmics
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M096 Groove Is In The Heart
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M097 Madonna Vogue (4 disks)

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M302 Money for Nothing
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M307 Poison Sample
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G276 Megaball
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G040 Monopoly
G019 Pacman
G500 Pool (+)
G305 Popeye Game
G086 Property Market
G065 Quizmaster
G084 Rings of Zon (1 Meg)
G321 Scum Haters
G292 Sealance
G217 Shapes
G060 Snakepit
G220 Star Trek (3 disks, 2 drives 1 meg)
G279 The Simpsons
G041 Trek Trivia
G273 Truckin' On (2 disks)
G064 US Star Trek (2 disks, 1 meg)
G268 Wheel of Fortune
G272 Wizzy's Quest
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G322 Wooden Ball
G323 Nethack
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# DEMOS

## 'ZINE SCENE



The Amiga is blessed (or damned) with a large number of disk-based mags. One of the best has to be TCS's *Scanner* magazine. Issue four is now out and features Imploder 4.0, a menu maker, three Saddam virus killers, a music ripper, a two-player strategy game, Phenomena's *Joyride* demo and assorted features on the A500 Plus, a beginner's guide to Workbench and lots of news and gossip about everyone's favourite machine. *TCS*, ★★★★

The Crusaders latest Eurochart disk is currently on release. If you've never come across one before, each issue is crammed with charts of all the latest games and demos and full of news about all the different groups on the circuit. If you want to get involved in the scene, now's your chance. *NBS*, ★★

Jean-us Pannonius, who works for Computer Mania, Hungary's premier computer magazine, kindly sent me number 11 of *Brainstorm* magazine. It's a text base mag with an entry on almost everything. The news section was especially informative, covering EA's upcoming *Deluxe Paint 4 Plus* programme and the new A4000.Put this one on your must buy list. A *Bit On The Side*, ★★★★

## DRAGON STRIKE

AD&D enthusiasts who tried their hand at SSI's *Dragon Strike* might like to take a peek at Sacred's new slideshow which includes flying dragons, warriors, knights, demons and other characters drawn from the aforementioned 'Dragon warfare simulator'. The disk has been put together with some panache and features a groovy soundtrack to accompany the pics.

17 Bit, Disk 1449, ★★★★★





## MATHS WIZARD

After my plea for more educational software, I received the excellent *Maths Wizard* from Virus Free. This brilliant program is split up into four sections. You can either visit a magic Wizard, go fishing with an Elf, ride a dragon or collect a bunch of toys from a Troll. Each part mixes a variety of sums with some animated fun. For instance, on one level you're seated on a flying dragon and, for each sum correctly answered, your steed advances towards a faraway palace. Even better is the Troll's toyshop which is absolutely stuffed with goodies. Each correct answer is rewarded with a toy plane, teddy bear, marbles or other toys. At a guess, this one's aimed at three to seven year olds. Virus Free, Disk 2068, ★★★



## NU TO YOU

Vertically-scrolling shoot 'em ups are ten-a-penny on the Amiga. Unfortunately, most of the PD ones aren't up to much. *Nu*, from Virus Free, is set to change all that. Although the scenario is awfully clichéd – blast off and strike a mortal blow against the evil Tryto empire – the actual game offers a fair test of your reflexes as you seek to skillfully negotiate the aliens' mothership and successfully crush the on-coming battle ships. Virus Free, Disk 2030, ★★★



## BRAINSTORM

Have you got what it takes to be an egghead? Are you a budding Einstein, Plato, Aristotle or Leonardo DeVinci? Now's your chance to find out with this intriguing intelligence test program which sets brain-straining questions covering a wide range of problems, including spatial, logic and observation tests. Once you've completed a section, the computer will calculate your IQ and show how you compare to the rest of the population. Needless to say, but the CU crew scored well-above average, except for Steve Merrett who's still trying to learn joined-up writing and tie his boot-laces.

17 Bit, 1438, ★★★

## LIKE CLOCKWORK

Never one to shy away from controversy, Demos' regular, Brazzle Atkins, has produced a demo based on the controversial film, A Clockwork Orange. The original movie has been banned in this country for some time, due to its explicit sexual and violent content, so chances are that most people have never seen Kubrick's acclaimed masterpiece. So, what better way to get around the censor's ban, than a slideshow with images directly culled from the film, accompanied by text taken from Anthony Burgess' novel. Some of the digitised images are a bit ropey, but the overall effect is quite atmospheric, especially if you put a bit of Beethoven on the CD to accompany the show. For more info, write to Brazzle c/o Orbis Publishing Ltd., Griffin House, 161 Hammersmith Road, London W6 8SD. ★★★





## BUGS IN THE BED

*The Invisible World* takes a look at all all those nasty slime-ridden bugs the size of microscopic pin-heads that lurk in every dark recess. Particularly nasty are the magnifed pics of two-fanged beasties that make their nest in the human skin and live of our blood until they become so bloated that they fall off, keel over and die. What a way to go!

Strictly PD, D462, ★★



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- **SID (V1.06)** Replaces the CLI command line & ... every easy. recommended for all
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- **600 BUSINESS LETTERS** There are over 600 ... business letters on this disk. Can be used as ... or insert some parts into your own letters/text.
- **(ST-53/60)** Terminator, Running Man & ... Samples & sound Fx. **(8 Disks)**
- **QUICKBENCH** Loads as workbech & your ... resets workbench reapears.
- **DESK TOP PUBLISHING PROGRAM** The ... Amiga PD Desk Top Publishing program. ... various extra features over the old Word ..., Test Editor, Grapics editor & loads more.
- **AMICASH** The best bankin program that i ... used on the amiga. easy controlls.
- **PDS UTL No 15: Boot Games**, The idea is to ... of two games onto your disks bootblocks, ... and Breaker, very simple to use. **BootGen**, Another ... program. **BootPic**, This program will install any ... onto your disks bootblock, very easy to use. ... Simple, quick and easy diskcopy program.

## MORE UTILITIES

**ScreenJoeger**, The idea is to load any picture or program and then reset your amiga, load this program and save the memory/picture as an IFF picture. **Trainer Maker**.

- ❑ **V394 CHEMESTETIC** is a program that draws molecules using the calotte model. This means that atoms are drawn as bowls. Using this model, even extremely dangerous molecules like dioxine
- ❑ **V395 UEDIT WORD PROCESSOR V2.6h** This is a shareware word processor editor with various learn modes, a command language, menu customization, hypertext, on line help, a teach mode, split windows, copy & paste, undo, features.
- ❑ **V396 PDS UTL No 16: Dataeasy**, Excellent database program which needs NO CLI knownage to use, nice menu driven system. **LandScape**, drawning program based around a landscape
- ❑ **V397 MANDELBROT ADVENTURE KIT** a nicely done mandelbrot generator with full source code (about 18,000 lines of C code). Includes some sample images along with the parameters used to generate them, and lots of built-in help screens.
- ❑ **V398 MED MUSIC MODULES No 2** Another collection of tunes for use with the med prog.
- ❑ **V399 PDS UTIL'S No 17** Stitchery is a patten program & **sMovie** a video production scroller.
- ❑ **V400 RAY TRACER CONSTRUCTION KIT** Anonther ray tracer for the amiga computer.
- ❑ **V401 WINDOWBENCH V1.0 (2)** This is an excellent Workbench replace an is styled in Amiga Workbench II form, RecomMended.
- ❑ **V403 AMOS UPDATE V1.32** The latest update for the program Amos.
- ❑ **V410 PDS UTIL'S No 1: PRINTING UTILITIES** Various utilities for any printer user, theres some excellent programs here like, **PPType**, PPShow, A8FD, View, **Tiny Print**, Takes a text file and when printed through this program the text comes out very small (To the printer). **PPMore**, Font List, Extraxt, PrintFont, **FastJet**, A program for Deskjet 500 users you want to use the resolution enhanced graphic set. **GWPrint II** .
- ❑ **V411 NCOMM V1.921** The latest version of that excellent Modem program. On of the best Modem programms on the Amiga.
- ❑ **V413 WORKBENCH 2 & WORK STATION** This is not just another workbench clone. It's a collection of utilities with the Workbench theme. Contents of the disk are as follows, DMouse, 8 Colour Wb, My Menu, XIcon, pointer Anim, WBKalied, XColour, MegaWB, Exploding Windows, NewLock, weasel & Rubme. All will enhance work current Workbench in different ways. **(2)**
- ❑ **V415 VIDEO SCREENS:1** Another disk packed with excellent back ground pictures for video production work or load them into Dpaint.
- ❑ **V417 SUPERBENCH & EXTRAS** An excellent repl-acement disk with more utilities than the original WB **(2)**
- ❑ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program with this utility disk.
- ❑ **V422 C: COMMANDS** This disk is filled with utilities which can be used in any Startup-sequence
- ❑ **V424 PDS UTILITIES No 18** Another collection of utilties by us here, Utilities include, **Antiflicker** program, said to stop the flicker in High Res. **Atari Emulator**, Another program to turn your amiga into an ST. **Smart Icon**, This program will change your workbench & smart up the window system. **WBLook**, Another eplacement window program.
- ❑ **V429 DIGITAL MARKETING DEMO MAKER** A new demo creator and not by Red Sector (2 Disks)
- ❑ **V433 ANIMATION STUDIO** An excellent Animation crestor for you to make your own.
- ❑ **V438 OPTI UTILITIES V2.0** This disk is packed with some excellent hard disk utilities.
- ❑ **V439 AMIGA C: MANUAL II** This manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out. **(4)**
- ❑ **V443 SPECTRUM EMULATOR V1.2 By KGB** Various new features but the main updated feature is that it now has sound ability.
- ❑ **V444 PRINTER DRIVER UPDATE DISK III** Another update to our printer driver collection. now contains instructionon how to install them.
- ❑ **V445 JRCOMM V1.02** This is the latest version of the excellent modem based computer program.
- ❑ **V448 V448 / V453 - HOUSE MUSIC SAMPLE COLLECTION** These disks can be sold seperatly, titles are Shamen Samples, KLF Saamples, Bomb the Bass Samples, C & C Music factory samples, Radish samples SEPT & Electronic Samples. (6 Disk Pack).(ST-68+)
- ❑ **V455 LAND BUILDER** A fractal generating program to generate landscapes.
- ❑ **V456 PRINTING UTILITIES No 2: LABELBASE V3.0** An Excellent data base program this is very easy to use. Recomended. Varuious other good utilities.
- ❑ **V457 PDS UTILITIES No 19 - BOOT X V4.10** The best Virus killer just got better. It now reognizes 260 boot blocks & is kickstart 2 compatible. **FLAST COPY** Excellent copyier & **System information**
- ❑ **V458 NIB COPIER** Another coping program. Please check the copyright of the program that you intend to copy. Very good new version.
- ❑ **V465 1000 UTILITIES** Multi Plot, multi draw, Multi Mcad & VT-100 v4.036.
- ❑ **V468 DIGITAL ADRESS BOOK** Collect & save your address lists on computer, By Mark Jarvis.
- ❑ **V469 MEAN 18 COURSE DISK 1:** This is ythe course disk that we missed back above 100 disks.
- ❑ **V470 CLIP ART** Another excellent collection of clip art to load into any DTP program(4 Disks)
- ❑ **V474 ART LAB UTILITIES** An excellent collection of art based program.
- ❑ **V475 P.SUITE V1.4** A collection of programs called P.Write, a simple word processor, P-Draw, P-Render and much much more. Excellent disk
- ❑ **V476 VOYAGE OF COROMIANDEZ** This Diary of George Hall's trip to Australia, With Maps.
- ❑ **V477 THE SUPER KILLERS II:** This is the best virus killer disk to date kills over 200 virus & may be more, Includes Various excellent killers such as Boot X, v4.13 can install loads of oot lock protections and more.
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- ❑ **V481 (ST-76/77) PROGEN & SILLY SMAPLES** (2)
- ❑ **V484 ADVETURE SOLUTION (2)** Another collection of adveture solutionsfor various games
- ❑ **V486 DWB RENDER** Another ray tracing prog
- ❑ **V487 HACKS & POKES** Excellent new collection
- ❑ **V488 A-RENDER V3.0** Another ray tracing prog
- ❑ **V489 AMIBASE II** This is the latest updated version of the excellent database progam. now includes various excellent new features.
- ❑ **V490 MESSY SID II** Another updated program from the original messysid, Copies any PC text files and transfers them onto the Amiga.

A500 PLUS - SPECIAL NOTICE
When ordering any disks from Pd-Soft Please state your machine, & we will test all disks before they leave the office.

## MEGA DEMOS

- ❑ **1618 KBG MEGA DEMO (2)** This disk is totaly brilliant & realy well presented mega demo. (2)
- ❑ **1746 ANARCHY - INPIRATION IS NONE** Latest & the best ever mega demo from one of the best Amiga demo groups. Inc Anim
- ❑ **1748 THE SILENTS - ICE MEGA DEMO** This is there latest mega demos & is totaly stunning.
- ❑ **1947 THE SILENTS - FRANCE MEGA DEMO** This is our demo of the month. Recomended by us.
- ❑ **1976 ANARCHY - DIGITAL INNOVATION** Another classic mega demo from the Anarchy production live. Do'nt be surpriced to this in AF or CU Amiga.
- ❑ **1980 VIRTAL WORLDS MEGA DEMO**
- ❑ **1985 THE REBALS - THE THING** This is the latest Rebals Production and is excellent.
- ❑ **1987 THE DEVILS - NO REALITY** Loads of sections and excellent music.
- ❑ **1988 RAY OF HOPE II** This is one of the best graphical mega demos we have seen he at PD-Soft. **DEMO OF THE MONTH SEPT 91.**
- ❑ **1992 GHOSTLEY SPREADERS** Very Impressive 1st mega demo. Excellent Music & Graphics.
- ❑ **1993 SUBCONSCIOUS DIMENTION** An excellent display & music selection. Very Good.
- ❑ **1994 BASE - SUBLIMINAL VISION** Superb Interactive Graphics & brilliant sound.
- ❑ **1995 KEFRENS - GUARDION DRAGON** The latest production from this great group.
- ❑ **1996 W.H.A.M - NEW VECTOR DEMO** Nice looking production & excellent music selection.
- ❑ **1999 DREAM DEALERS - TRAILS OF A DREAM** Superb product by the Dream Dealers
- ❑ **2028 IBB - MANGAD** This production has been voted **DEMO OF THE MONTH NOV/91** by all here at PD-Soft. Excellent Sound, music & Grpahics.
- ❑ **2043 PHENOMENA - OBVIOUS DISASTER** More excellent effects with neat scrolling. Great
- ❑ **2101 PANIC - 1000 WASTED DREAMS** A great new production from the guys in Panic.
- ❑ **2120 DMOB - ITS A LAME D-MO** That right after many of months there back with a excellent VECTOR PRODUCTION Voted **DEMO OF THE MONTH DEC/91**
- ❑ **2124 SHADOWS MEGA DEMO** This is a great action packed mega demo to keep to well amused for hours.**(2)**
- ❑ **2143 PARADISE - INFINITE DREAMS** Great demo production with plenty of innovative parts.
- ❑ **2150 KEFRENS - MUSIC MEGA MIX** An excellent new stero mega mix from kefrens.
- ❑ **2151 BLOODSUCKERS - NAKKISORMIS MEGA DEMO** A Great 3d Grapfix effects show.
- ❑ **2152 BLITTER MIRACLE MEGA DEMO** - A Great looking colourful interactive demo.

## STAR TREK SECTION

- ❑ **AT03 NCC 1684 Reliant** Shutle fly by. **F15 Jet Anim** By Allen Hastings. **NCC-618 Nelson.**
- ❑ **AT05 Klingon D7 Cruiser** fires torpedoeswhile passing. **NCC-1864 reliant** Very good.
- ❑ **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A**. The classic animation.
- ❑ **AT14 GRABBER WORKBEE** lands on the Enter-prise Ship. Anim & another NCC 1864 Reliant.
- ❑ **AT16 THE STAR TREK** Animation of the bridge & various pictures from the films Star trek.
- ❑ **AT17 THE TWOK NCC-1860** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER**.
- ❑ **AT18 TWOK-0** Anim NCC 1860 Avenger & NCC 1701-A-Enterprise. NCC 1089 Grissom.
- ❑ **AT22 APPROACHING VESSELS** Animation, Binary Flight Wireframe landscape by T.Richter
- ❑ **AT23 STAR TREK FLEET MANEUVER** NCC-1940 Fly over & by animation. excellent classic
- ❑ **AT26 THE SHIP** Animation rocking at sea. Star Trek animation **NCC 1701-A** Dry docking.
- ❑ **AT33 THE PROBE II** Animation & **BRID OF PREY** Animation from Star Trek. **KLINGONHIT**
- ❑ **AT34 LEAVING SPACE OFFICE** Animation , **DOCKING** Animation from star trek. **ATTACK MODE** Bird of Prey Scout hip in attack mode
- ❑ **1060 STAR TREK THE NEXT GENERATION** This game is by Terry A. Mc Intosh. v1.47 *
- ❑ **1081 THE UTLTIMATE STAR TREK** Game by Tobias Richter. v1.0, requires 1Mb & (2) disks
- ❑ **1254** Star Trek The Shoot m Up game
- ❑ **1696** The Star Trek trivia quiz game
- ❑ **1835** The New Star Trek Game **(WITHDRAWN)**
- ❑ **2031 STAR DREK MUSIC (2)**
- ❑ **2033 STAR TREK MEGA DEMO (2)** T.Richter presents a Mega demo of Star Trek pictures.
- ❑ **SMAUG120** The Star Trek the game by Eric Gustafson US Inport regires 1Mb and (2) disks
- ❑ **SMAUG156** The Star Trek the game by Jimbo Barbers American version 1Mb and (3) disks
- ❑ **AMUSE19 TREK73** A strek trek Battle Simul-ator where you can attack klingons & Romulans
- ❑ **V367 STAR TREK INFORMATION** A Data base of all the original series. Very Detailed.
- ❑ **V446 STAR TREK SAMPLES** Various sound from the Cast of Star Trek original
- ❑ **V480 WHOM II - THE NEXT GENERATION**

## DEMOS

- ❑ **1698 REINCARNATION OF SGT (2) PEPPER** Freaky colourful graphics. Reviewed in AF26
- ❑ **1740 DRUMS & PIPES** Music collection high Quility sound not to be missed.
- ❑ **1741 KLF MUSIC DISK** Sator presents this great music disk production disk.
- ❑ **1750 PINK FLOYD** Another brick in the wall animation. reviewed in most manazines **(6)**
- ❑ **1762 TERMINATOR II SLIDE SHOW** There's some excellent pictures from the film **(2)**
- ❑ **1772 HAM PICTURES** Totaly stunning graphics are stored on these disks (3)
- ❑ **1809 FRACTALGEN SLIDESHOW** An excellent collection od Fractal based pictures.
- ❑ **1854 WRESTLEMANIA VII (2)** All the Stars of the WWF battle it out on computer disks.
- ❑ **1866 SEGA ADVERT REMIX** Very funny sample of a remixed Sega advert.
- ❑ **1867 THE KLF EXTERNAL STEREO REMIX** One of the better house music disks. Stereo
- ❑ **1951 CRYSTAL SYMPHONIES BY PHENOMENA** Anonther excellent production, recomended.
- ❑ **2004 TECHNOTRONIC MIX (1Mb)** The Beat Factory Presents this excellent Megamix.
- ❑ **2010 ELVIRA II PREVIEW** Take a look at the lastest game before the forth coming release.
- ❑ **2012 DUNGEONS OF EVALON** A preview by A-Cron & Cyberstyle. Excellent Game man.
- ❑ **2021 VIETHNAM CONFLICT** Animation
- ❑ **2030 JESTER - SONIC BOOM** An interesting music collection by Jester.
- ❑ **2035 BUNSEN BURNER** Anim of a jet dodging through Fractale Mountains.
- ❑ **2037 ENIGMA - SADNESS 1** Another cover version of a spectacular music dance track.
- ❑ **2042 STEVE WRIGHT** - two more amie Adverts titles Total Re Heat & Total Re print.
- ❑ **2058 I'M TOO SEXY** A sampled versionof Right said fred hit record. (2)
- ❑ **2072 AMPLIFIER II** Excellent follow up to the original . Excellent music disk collection (2)
- ❑ **2074 LANDING SEQUENCE** An excellent 4Mb animation mcreated by Tobias Richter (4)
- ❑ **2078 WWF PICTURES** Slideshow (3 & 1mb)
- ❑ **2081 KNIGHT MOVES** An excellent display of Knights fighting requires 2.5Mb (3)
- ❑ **2091 KICK OFF III** Slideshow from the game
- ❑ **2099 PSYGNOSIS - HISTORY TRIP** Pictures from all of there excellent computer games.
- ❑ **2105 QUAD - DEATH BY STERO** Excellent looking music disk from the group Quad.
- ❑ **2110 TARROT II (2)** Excellent prohram with 2 disks
- ❑ **2126 FRACTALE MOUNTAINS** A Slideshow of various Fractale calculated landscapes. (2 Disks)
- ❑ **2134 ULTIMA VI PREVIEW**Origin show off Ultima 6
- ❑ **2139 FACE ANOTHER DAY - RAZOR** Over 22 mins
- ❑ **2145 CHROME - DIGITAL DISCO** Music disk
- ❑ **2157 CENTURY - AUDIO DEMO** Original new music disk with an excellent graphic bonus.
- ❑ **2168 MEGA MUSIC Vol 1** A 16 track music disk with some Hot sounds pack/cramed on two disks (2)

## GAMES SELECTION

- ❑ **SMAUG149 MORIA** V3.0 Excellent role playing game with new improved graphics.
- ❑ **1073 TETRIS ORIGINAL**Closest to the real game.
- ❑ **1420 DTRIS** This is the best 2 Player Tetris game.
- ❑ **1454 MEGA BALL** (THE BEST ARKANOID GAME,Better that any Full Price Games).
- ❑ **1486 SOLITAIRE & SOLITAIRE ROYAL** Two very excellent & addictive card games.
- ❑ **1534 THE HOLY GRAIL** Text adventure simular in styleto the inforgam games.
- ❑ **1561 TRITWIS** This is the best version of Tetris on the amiga with a 3 play option.
- ❑ **1622 LORE OF CONQUEST** War game simular in concept to the game RISK.
- ❑ **1664 THE CASTLE ADVENTURE** Excellent new Text adventure simular to the infocam
- ❑ **1665 BATTLE FORCE ROLE PLAYING** Fight in robot form within this excellent game.
- ❑ **1695 NAPOLENIC WAR SIMULATOR** Excellent program sent direct by the author.
- ❑ **1707 IMPERIUM** Another excellent strategy game based apon Roman time.
- ❑ **1735 ASTERIODS** 'THE ORIGINAL' Another old classic. Remember that Classic.
- ❑ **1747 LLAMATRON GAME 2001 By Jeff Minter** Briliant stuff & Excellent production
- ❑ **1749 SCRAMBLE** 'The Original'Remember that old classic well is now on the Amiga.The Shoot em up.
- ❑ **1816 SUPER TWINTRIS** Totally playable. up game with an armed Teenage Turtle.
- ❑ **1870 PATIENCE'S & DOMINOS** The famous card game, this is the best version to date.
- ❑ **1964 AMIGA COLUMNS** Famous convertsion of the original game columns. Tetris variant
- ❑ **1977 POM POM GUNNER** Shoot down the incoming world war II air planes.
- ❑ **1984 AIR WARRIOR** The first real flight simul-ator on the amiga with various Air planes to Fly
- ❑ **2018 JETMAN** Another spectrum classic converted to the amiga. It's JetPak.
- ❑ **2019 CASTLE OF DOOM** Another adveture game for you to play around with.
- ❑ **2020 JEOPARDY (RISK)** A converson of that classic board game titled RISK.
- ❑ **2022 SEA LANCE** The first Silent service type sub war game within our amiga PD collection. BEST GAME OF 1991 BY AMIGA FORMAT ISSUE 30
- ❑ **2054 ATIC ATAC** A rendition of the game from the original Spectrum computer.
- ❑ **2128 DUNGEON MASTER EXSTRAVAGANZ** Load ans save each level you wish to go to.
- ❑ **2153 AQUAAVENTURA PREVIEW** The lastest Epic production coming soon from Psygnosis.
- ❑ **2154 MEGA TWIN TRIS PREVIEW** Demo version of a game like or simular to Tetris. Excellent.
- ❑ **2156 PARAFLEX PREVIEW** Demo version of a game like or simular to Columns. Excellent.
- ❑ **2159 FIGHTER DUEL PREVIEW** A new dlight simulator from Jaeger Software.
- ❑ **2161 ETHOS GAME** An excellent new role playing/ Stratery game. Load through workbench.
- ❑ **2162 BATTLE OF BRITIAN WAR GAME** 2 Strategy war games which both need loading through Wb.
- ❑ **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game we have played in a long time. GAME OF THE MONTH JAN/92. Recommended for all Hack & moria players.

## HOT NEW AMOS

- ❑ **APD52 FORMS REALLY UNLIMITED**
- ❑ **APD146 FRUIT MACHINE SIMULATOR**
- ❑ **APD151 UNDERSTANDING AMOS** The Amos Tutorial Program Disk. A must
- ❑ **APD176 AMOS DATABASE MASTER**
- ❑ **APD329 AMOS FRUIT MACHINE II** By gary Hunt. This program is as near as possible to the type of fruit machine you can find in any snooke hall or Pub / Arcade. features include Hold, Numbers Held, Winspins, superwins, Bronze/ Silver/ gold Pots, Skill Shots, Stop a win, Cashpot, Gample & collect.
- ❑ **APD333 AMERICAN FOOTBALL RADIO VERSION**

## RED SECTOR Inc SECTION

- ❑ **V085 - RED SECTOR DEMO CREATOR** : The Main program used to create demos. Required if you wish to run any of the programs under. Excellent program
- ❑ **V330 - RED SECTOR EXTRAS DISK 1** : On this disk are : 32 point Fonts, 16 Point fonts, vector stats, Star fields & music Space Journey - Loma. By f deadzone Troopers.
- ❑ **V331 - RED SECTOR EXTRAS DISK 2** : On this disk are Big logos, litle Logos, Vector Stars, Starfields, Bob Anims, Vector Objects, Vector Ball Objects, 32, 16 & 8 Point Fonts, Also the only Full Documents on the demo maker at present.
- ❑ **V340 - TSB VECTOR DESIGNER PROGRAM** : The special Bothers presnets The TSB Vector designer V1.1, this program will create filled vector objects, line vectors & bob Coords tables.
- ❑ **V365 - RED SECTOR MODULES (MUSIC)** : Various excellent music modules for use with the demo maker (all by red sector), modules include Laser Intro, Loading, lousy House 2 & More.
- ❑ **V374 - RED SECTOR BOBS EDITOR** : Simular to the vector editor ias an idea. It will easyly create Bob routines for the Red Sector Demo Maker Includes various Bobs to help you start.
- ❑ **V454 - RED SECTOR FONT EDITOR** Now you can create & Edit any fonts. For more fonts to use with the demo maker & this editor see FFP5 Below.
- ❑ **L17 - DIANETIX RED SECTOR EXTRA DISK 1** : The IFF Converter lets you convert IFF Pictures into various formats including sprite 4, Sprite 16, Copper, ILBM, Raw Norm, Raw Blit & Outline. This is a Pollysoft licenceware program and costs £3.00.
- ❑ **L18 - DIANETIX RED SECTOR EXTRA DISK 2** : This disk contains the Red Sector Vectordesigner program. yes the Red Sector version. Also contains full instrustions to use it. This is a Pollysoft licenceware program and costs £3.00.

## ERIC SCHWARTZ

- ❑ **F423** Miss 'A' Sele Pogo Animation
- ❑ **0981 STEALTY MANOEUVRES** & Flyby
- ❑ **1034 AT THE MOVIES** Animation *
- ❑ **1085 SWIS ARMY** ON Manoeuvres *
- ❑ **1582 ARMY vs THE WALKER** *
- ❑ **1609 THREE** More **STEALTY** Anims
- ❑ **1700 ANTI LEMMINS** Anim Requires 2Mb (2 Disks)
- ❑ **1703 THE DATING GAME** Anim requires 3Mb (2)
- ❑ **1716 VARIOUS ANIMS** Inc **AMY JOES**
- ❑ **1794 VTOL CONTEST** Features a helicopter & the stealty jet plane. Hell try to keepup.
- ❑ **1842 SHUTTLE COCK** Animation *
- ❑ **1850 LATE NIGHT** & **TERMINAL** Anim *
- ❑ **2013 AGILLITY** Animation disk *
- ❑ **2021 VIETNAM CONFLICT** Animation *
- ❑ **2133 GULF WAR CONFLICT** An Excellent 2 meg animation. By far his best work to date. recommend-ed by all PD-Soft. Thanks eric for the above disks...

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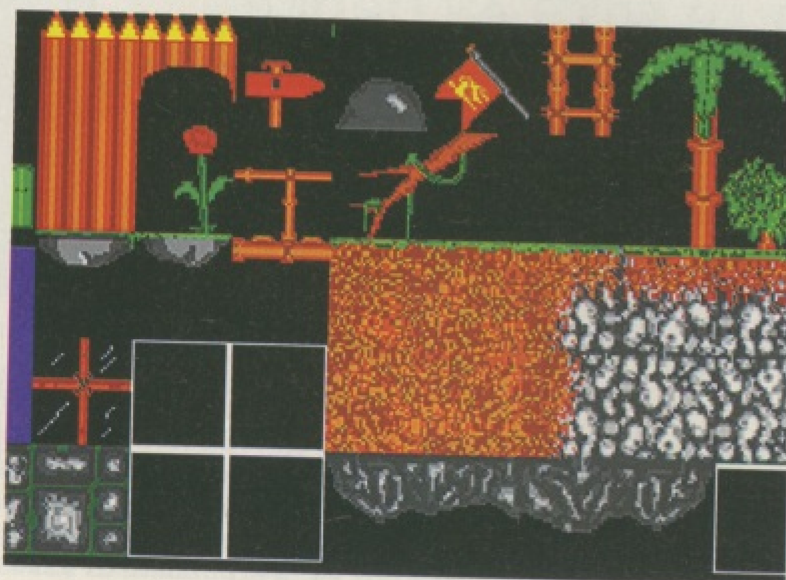
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**Mat Broomfield is here to round up the hottest new PD utilities and the sexiest shareware.**



## LEED (LEvel EDitor) - *SHAREWARE*

Here's a useful program for game coders who write horizontally-scrolling level games like *Shadow Of The Beast* and *Super Wonderboy*. It allows you to load IFF screens which are then split into panels. These panels are then used as the building blocks for creating levels which may be many times larger than the original screen. Commands are issued via a control panel at the bottom of the screen, and the whole package is very user-friendly and easy to use.

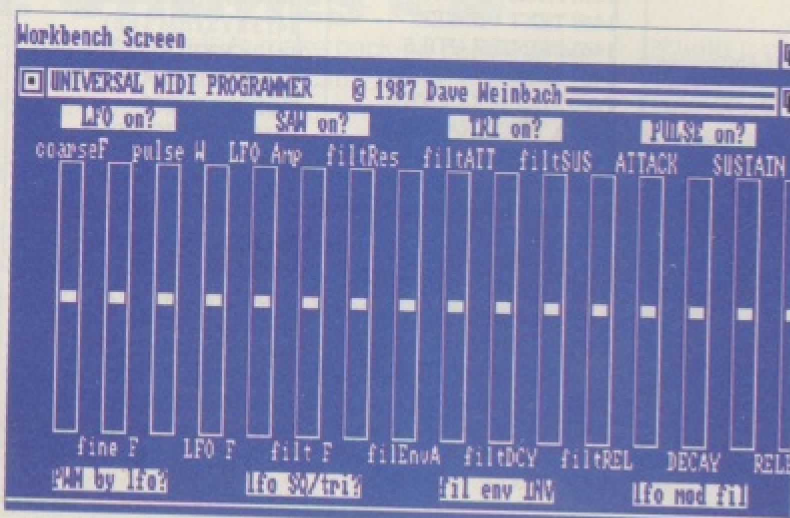
Strictly PD: Disk U315 ★★★★

## MIDI COLLECTION - *PD*

At last somebody's put together a collection aimed specifically at MIDI musicians. This collection comprises six utilities, a couple of pieces of MIDI music, and a large selection of Casio CZ-101 instruments.

Noteable among the utilities are Panl 1.2, which is a MIDI event programmer that allows data to be entered via a mixing panel, and MIDI utilities 1 and 2, both of which allow MIDI sequences to be recorded from a keyboard.

One of the most interesting items on the disk, though, is called MIDI Box, and it includes complete instructions for building your own MIDI interface. It comes complete with pin assignments, required component lists, and detailed construction information. Although you can buy MIDI interfaces for less than £30, the satisfaction of making your own means that this could be your best possible introduction to the wonderful world of MIDI. Strictly PD, Disk U302 ★★★




## QUICKBENCH - *SHAREWARE*

If you've ever bemoaned the length of time it takes Workbench to load, then this is for you. It's basically a cut down version, which not only loads far faster than usual, but also makes all commands memory resident. This means that commands, such as Copy and Format etc, which would usually have to be loaded into memory each time they're used, are now available without having to refer back to the Workbench disk constantly. This makes the package ideal for single-drive users as many commands are now much easier to use.

An additional advantage is that *Quickbench* can survive a soft reset, which means that if you press Cntrl/Amiga/Amiga, *Quickbench* will reappear after a few moments. This makes it especially useful when perusing large numbers of PD disks which load via Workbench.

As this is a beginner's version, some commands and tools have not been implemented, but if there is sufficient demand perhaps D.Ibbotson, the program's author, will write a more complete version. Incidentally, *Quickbench* requires Kickstart 1.3 or higher to run and there's a special version available for Workbench 2 owners.

Diskovery PD, Disk Quickbench ★★★★

## ADDRESS BOOK

Ground Zero, 4 Chandos Road, Redland, Bristol, BS6 6TE.
17 Bit, Dept CU, PO Box 97, Wakefield, WF1 1XX. Tel: 0924 366982.
Diskovery PD, 108 The Avenue, Clayton, Bradford, BD14 6SJ. Telephone: 0274 880066.

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# PD UTILITIES



## S.W.A.G-4 – *PD*

**Despite the fact that fractals seem passe to many people, this disk may be exactly what it takes to revive an interest, and contains three programs: Mandel Blitz, Mandanim and Zplot.**

**The greatest problem with fractals is the huge amount of time it takes to render anything worthwhile. Mandel Blitz attempts make them more accessible as it uses new algorithms to greatly hasten the rendering process. In fact, it is instantly apparent that Mandel Blitz is doing something special as you watch the unusual way that it renders fractal images. Unlike most packages which create their pictures one raster line at a time, crawling down the screen, Mandel Blitz just draws rough lines all over the screen before adding detail afterwards. This really is the fastest fractal generator I've ever seen. It's literally hundreds if not thousands of times quicker than most of the competition!**



**Mandanim forms the perfect complement to Mandel Blitz because it animates fractal images. Having defined the number of frames to be animated, and the exact areas to be used, Mandanim will automatically render and save all of the necessary images. These can then be loaded into your favourite art package for inclusion in your own projects, or to be saved in the compressed .anim format. This program is easy to use, and the results are worth the effort.**

**The final program, ZPlot, describes its function as being able to 'Graph formulas based on 4-D complex number planes'. In practice, this means that you can give the program a complex formula, and it will draw a colourful 3D representation of it. I didn't really understand how this program worked at all, but I loved the results. Strictly PD, Disk U312★★★★**

## SOZABON C – *PD*

**C is one of the most popular languages on the Amiga. Offering the power of machine code, but only slightly harder to learn than Basic, it's the perfect choice for would-be coders to learn. With the appearance of the new Sozabon C compiler, that possibilty is more likely than ever.**

**The package comprises all of the programs required to write C programs. These include a text editor, linker, bug checker, disassembler and, of course, the compiler itself. Full documentation is included although there's a rather childish snipe at Amiganuts buried in there which seems unneccessary. Never-the-less, this seems to be the most complete public domain C package yet available, and demonstrates the spirit of PD very well. Excellent quality software available to all for nothing more than the cost of a disk and postage!**

**Ground Zero: Disk U104.**

★★★★★

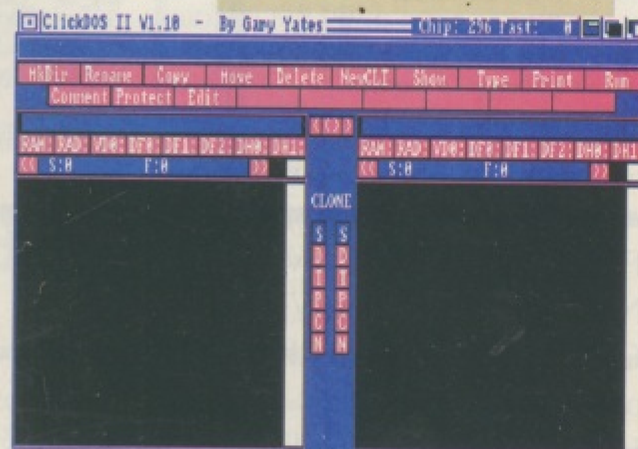
## HARD DRIVE UTILITIES – *PD*

Hard drive owners will be aware of how tedious it is to make back-up copies of all data on their drives, especially if they have a high storage capacity. Fortunately, there are a number of utilities which can make life easier, and many of them are grouped together on this disk.

When you make a back-up of your hard drive, you don't want to copy files that have already been saved earlier. By using the Date option of programs such as MRBack-up and Kwik back-up, you can specify only files created after a certain date for duplication. Also included are Fixdisk and Sectorama, programs which are invaluable in helping the user to recover damaged or lost data from either a floppy or hard disk.

Bringing up the rear are DiskPerf, FMSDisk and ClickDOS. ClickDOS is a file copier and mover similar to SID and Diskmaster, although somewhat more primitive. FMSDisk and DiskPerf help to improve the performance of your hard drive, although they're definitely not tools for the beginner. Overall, a very handy disk which may be worth hundreds of pounds to hard drive owners.

Ground Zero PD: Disk U94 ★★★★



# colour revo

## colour prints fro

**Believe it or not, it *is* possible to get a relatively inexpensive mono printer to output in glorious technicolour. Mat 'Midas man' Broomfield shows you how. . .**

### GREAT VALUE

Many Amiga users have discovered what superb value for money the Canon BJ-10e represents, with its near-laser print quality and relatively cheap price tag. Now the printer is even more powerful thanks to a company called System Insight. They produce a colour kit which allows it to print colour pictures which are superior to those of printers costing five times the price.

Because each screen must be coloured four times, full colour printing is only available using the optional ASF-6410 auto sheet-feeder; one for each of the four primary colours. Therefore, it's essential that the page is lined up exactly each time it's fed through the printer. Unfortunately, it's not possible to achieve the required degree of precision feeding the paper by hand.

### A MESSY BUSINESS

The colour kits are available in two configurations. For owners who already have a few empty BJ-10e ink cartridges, a refill kit will suffice, which allows the user to fill the old cartridges with coloured ink. This kit includes cleaning solution so that excess black ink can be removed from the carts before filling. Gloves are also supplied so that you don't have to get ink on your hands! Refilling old cartridges, though, is an arduous task, which involves pumping cleaning fluid and then air through them until all the ink-stained fluid has been ejected. On the downside, I discovered that the dried ink inside old black cartridges seems to re-dissolve after a couple of weeks, staining the coloured ink now in the cartridge.

Alternatively, colour kits can be purchased supplying already-filled coloured ink cartridges. I recommend buying your first like this, but if money's a bit tight, at least buy a yellow cartridge as a freshly-cleaned cartridge may still contain spots of black which taints yellow the most.

**HANDY HINTS** When using colour refill cartridges, the ink doesn't alway flow as soon as you start printing. Before running each separation, test the ink flow on a blank sheet of paper. If there appears to be a blockage, running the printer's auto-cleaning routine a couple of times will usually clear it. If not, use an old cleaning fluid bottle to pump air into the cartridge until sufficient pressure starts the ink flowing again.

**lution**
***mono printers***

**ADDRESS BOOK**
**You can contact System Insight at:**
**120 Wordsworth Court, Middlefield,**
**Hatfield, Herts, AL10 0EF.**
**Tel: 0707 276913.**

## HOW IT WORKS

Printing on the BJ-10e is achieved using the same technique as commercial colour printers employ. A full colour image is created using cyan, magenta, yellow and black separations of the screen to be printed. These must first be converted to shades of grey, and printed using the Grey Scale option of an art package. Each separation is printed, using the appropriately-coloured ink, and it's the collective effect of these that creates a full colour image. Unfortunately, this is a very time and labour-intensive process, but for limited use, the results more than justify the effort.

## VERY SPECIAL

The BJ-10e can print at a resolution of 360x360 dots per inch (DPI), which is 60 DPI higher than most laser printers. This means that it's capable of greater subtlety of shading, and can produce a resolution of colour mixing that leaves all other home printers dead. Even the ever-popular Hewlett Packard Paint Jet is only capable of a resolution of 180x180.

The kits cost £14.95 for a pack containing two bottles of a single ink colour. Also included is a plastic glove and a bottle of cleaning fluid. Alternately, you can buy a kit containing all three colours for £39.95.

**VERDICT**

- Full colour on a mono-chrome printer
- Requires auto sheet feeder
- Available as refills or cartridges
- Very time consuming but the results are brilliant

★★★★★


Printing with the colour separation method means that pictures are built up in four layers. Here, we've started with Magenta as our colour base.


Now, add a smidgen of yellow to the first print to brinf out the orange tones of the picture. . .


With a splash of blue, the picture's really starting to take shape. . .


Black is the final and most crucial layer because it's used to add depth to all of the other colours.



# colour revolution

*colour prints from mono printers*



**Any black and white printer can produce full-colour images provided you can obtain different coloured ribbons for it. The process involves**

# add a dash of colour to your life

**three straightforward stages, which can be simplified even further if you own the right software.**



When the four individual colour separations are combined, they create a single full-colour image.

## SEPARATIONS

The first stage involves generating the four colour separated screens that you'll need to print later. Every image, regardless of its complexity, or the number of colours it uses, can be broken down into four basic colour constituents: black, cyan, magenta and yellow.

Different colours are created by mixing these four elements in varying amounts. For example, shades of green are created by mixing amounts of cyan and yellow together, whereas orange is created using magenta and yellow. Although you can calculate the colour separations yourself, it's far easier to use image processing software such as *Flexidump* to generate the images. Simply load the required screen into *Flexidump* and select 'Separation' from the 'Options' menu. A number of separation types are available, but the one you'll need is called YMCK. Click on one of the letters to create a single separation, ie Y for a Yellow separation. I don't know why but K=Black/Grey.

## NO SHEET FEEDER?

If your printer doesn't have an automatic sheet feeder, or has one that is inaccurate, you can still attempt to print colour pictures:

When you feed your paper into the printer ready for the first print, make small pencil marks on the printer casing to indicate where the edges should be when you feed it in for consecutive passes. Also, take care to ensure that the sheet is pushed as far into the printer as it will go without forcing or bending it. These measures should hopefully ensure that every sheet of paper moves through your printer in exactly the same position.

A perfect image will then be created. You'll need to load your original screen for each colour of the process, but once it's finished you can keep the separations on file for future use.

Once a colour separation has been created, you'll have a screen composed entirely of shades of that colour (sixteen shades to be precise).

## GREY DAYS

For the next step, you'll need to convert your sixteen shade colour separation, into a sixteen-shade grey scale image.

When you come to print your separations, you'll be printing using the grey scale option of your art package. Using this option, the computer converts all colours into a brightness value, which it then translates into one of sixteen shades of grey. It then sends this grey image to the printer. If you tried to print coloured separations without converting them to grey scale, bright separations such as yellow would all be translated into light shades of grey for the printer's purposes.

If you own *Flexidump*, you can easily convert coloured screens into grey scale ones. Load your image and select 'Balance' from the 'Options' menu and a box will appear containing six sliders. Select the 'Saturation' slider and move it down as far as it will go (-15), then click on 'Draw' and close the box. Your image is now in grey, so save it ready for printing.

If you don't own *Flexidump*, you can still convert your pictures into grey scale using *DPaint*, it just takes a bit longer. Load your single-colour separated screen into *DPaint* and call up the palette by pressing 'P'. Select any

# colour revolution
## colour prints from mono printers

## add a dash of colour to your life

colour in the palette that you wish to convert to grey scale, and look at the positions of the RGB sliders. You'll find that one of them is adjusted whilst the other two remain set at fifteen. All you have to do to convert a colour to its grey scale equivalent, is move the other two sliders until they're level with the odd one out. Then save the screen for later use.

Once you've converted all three of your colour separations to grey scale images, you're ready to print. Incidentally, the fourth separation (black) is already in grey scale format and doesn't need converting. All that remains is to make the four prints. There are a number of ways that you can approach the order in which you print the colours. If you're using ribbon, it's probably wise to print the yellow and magenta separations first because the ribbons may become stained if you print them on top of darker colours.

If you're using a bubble jet printer, you ought to print your separations according to which require the least printing. The more white on a screen, the less ink needs to be squirted onto the page. Better results are achieved if you print the least ink-intensive screens first. Good luck!

**ADDRESS BOOK**
***Flexidump* is available from Care Electronics at 800 St Albans Road, garston, Watford, Herts, WD2 6NL. Tel: 0923 66234.**

**TIPS** Even with a sheet feeder, it can sometimes be difficult to line up the paper exactly after the first print. This is due to the paper stretching as the wet ink loosens the wood fibres. There are a number of ways to reduce this effect:

1. Print the separations with the least detail first so that the paper doesn't become ink-logged too early.
2. Use a heavier weight of paper which is less prone to stretching. I prefer cartridge paper because it also holds the ink better and produces more even colouring.
3. Ensure that the paper is fully seated into the sheet feeder each time by gripping it firmly at the top and pushing downwards.
4. After a couple of prints, the edges of the paper can become dog-eared. Make sure that you smooth the paper out before feeding it into the printer.
5. Make sure that the paper guide on the sheet feeder is pressed as close to the edges of the paper as possible. This reduces the possibility of the paper 'wobbling' as it's fed through the printer.

You may also find that your images come out very dark once printed, and this is usually due to the black element of the process. You can easily adjust the colour balance of a picture using *DPaint*. To reduce the amount of black, and therefore lighten the printed image, load the black separation into *DPaint* and call up the palette by pressing 'P'. Select any shade of grey, then lift the 'S' slider by three positions. Repeat this process for every colour in the palette, and save the screen. Your screens will now appear much lighter when printed.



This picture could almost have been printed with just a black cartridge as it's composed mainly of shades of grey. But what a difference those little splashes of colour make!





The Golden tones of this lion's mane are composed of predominantly magenta and yellow ink.

# Crazy Joe's

## Amiga Public Domain Software

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| 1577 | FRUIT MACHINE * (NP) | best fruit machine simulator bar none! |
| 1584 | MISSILE COMMAND (NP) | stop missiles destroying your cities |
| 1591 | QUIZ MASTER * (NP) | excellent trivia game |
| 1670 | WHEEL OF FORTUNE (P) | based on the TV show |
| 1700 | TERROR LINER II (X)(P) | adults only arcade game! |
| 1711 | MENTAL IMAGE GAMES DISK (NP) | 3 brill games on one disk! |
| 1715 | FRANTIC FREDDIE (NP) | C64 favourite platforms & ladders |
| 1720 | CABARET ASTEROIDS (NP) | faithful version of the classic |
| 1746 | WORD GAMES VOLUME 1 * | exercise the grey matter |
| 1747 | WORD GAMES VOLUME 2 * (P) | and not the joystick! |
| 1748 | STRATEGY GAMES * | serious stuff including Sea Lance |
| 1749 | TRUCKIN' (2)(2D) | run your own trucking company |
| 1832 | POM POM GUNNER * | WW2 arcade action - our No.1 game |
| 1879 | SEA LANCE * (P) | Trident submarine simulation |
| 1882 | SIMPSONS GAME | help Bart in this S.E.U.C.K. game |
| 1883 | BIONIX II * | never-ending shoot 'em up! |
| 1905 | J NICKLAUS COURSES 1 | data disk only! |
| 1916 | AIR ACE II (P) | excellent WW1 shoot 'em up |
| 1926 | NAPOLEONIC WARFARE SYSTEM * | war game umpire |
| 2011 | TWINTRIS * | 1 or 2 player Tetris clone - very good! |
| 2013 | ZEUS (P) | simple but addictive puzzle game |
| 2014 | CUBULUS (NP) | 2 dimensional Rubik's Cube game! Excellent! |
| 2016 | DOWNHILL CHALLENGE | fun on the ski slopes |
| 2018 | WIZZY'S QUEST* | wizard fun! excellent game! |
| 2049 | MATHS DRILL | maths exerciser for all ages |
| 2050 | INSIDERS CLUB * | good stock exchange simulation |
| 2051 | ATIC ATAC * | explore and collect arcade game |
| 2052 | SHAPES | addictive puzzle fun! |
| 2057 | BATTLE PONG * | 1 or 2 player arcade classic |
| 2155 | GHOST SHIP | 3D arcade adventure |

## DEMOS AND ANIMATIONS

| | | |
|---|---|---|
| 747 | POPEYE MEETS THE BEACHBOYS | very funny! |
| 773 | SHARK ANIMATION * | deadly ray-tracing! |
| 825 | BUDBRAIN 1 (2)(X) | great 2 disk demo + naughty bits! |
| 895 | A TRIP TO MARS | demo with a difference |
| 906 | MADONNA CARTOON ANIM * | short digitised animation |
| 935 | MADONNA : HANKY PANKY | excellent Madonna sample |
| 1033 | AT THE MOVIES ** | loves of a squirrel? |
| 1188 | FILLET THE FISH | funny cartoon |
| 1229 | BUDBRAIN 2 | good as the first one? you judge! |
| 1238 | EVIL DEAD DEMO (X) * | get them before they get you! |
| 1453 | MORE AEROTOONS * | 3 Schwartz classics |
| 1540 | AMY .VS. WALKER ANIM * | Eric Schwartz at his best! |
| 1541 | BATMAN ANIMATION * | funny Schwartz animation |
| 1552 | MAGICIAN ANIMATION 2 * | simply magic! |
| 1560 | PHENOMENA ENIGMA * | superb gfx and music |
| 1628 | DO THE BART, MAN * | a must for all Simpsons fans! |
| 1701 | TRON ANIMATION (2) * | based on the film |
| 1707 | DECAY : SIMPSONS DEMO * | should appeal to everyone |
| 1753 | LIFE OF BRIAN (2) | sample from the film |
| 1841 | ANTI LEMMIN' DEMO (2) ** | for Lemmings fans with 2 meg |
| 1850 | THE WALL (6)(2D) * | mammoth Pink Floyd six disker! |
| 1856 | BETTY BOO ANIM / SLIDESHOW | doing the Amiga |
| 1885 | ROBOCOP ANIMATION * | digitised from the film |
| 1900 | SILENTS : ICE DEMO | superb music and graphics |
| 1902 | TOMSOFT : VIRTUAL WORLD * | 3D filled vector demo |
| 1943 | WINDSURFER ANIMATION (2) * | very good |
| 1947 | MR POTATO HEAD * | funny cartoon antics |
| 1948 | MR POTATO HEAD CHIPS ARE UP! * | more adventures |
| 1956 | CREATURE COMFORTS DEMO | from the TV adverts |
| 1982 | 3D PINBALL ANIMATION * | beautiful ray-tracing |

### AMIGA A500 PLUS

certain software will not work on the new Amiga. We are compiling a list of compatible titles, but this will take some time to complete. In the meantime, problems can only be checked as they occur.

## USEFUL UTILITIES

| | |
|---|---|
| 81 | UEDIT WORD PROCESSOR |
| 119 | AMIGA MCAD |
| 410 | DPAINT CARTOON BRUSHES |
| 442 | DPAINT FONTS DISKS (4) |
| 458 | HAM RADIO UTILITIES (5) |
| 571 | JAZZBENCH |
| 580 | DOPE INTRO MAKER |
| 591 | BUSINESS CARD MAKER |
| 632 | MSH (MESSYDOS) |
| 642 | C MANUAL |
| 661 | PROGRAMMING DISK 1 |
| 682 | SOUND APPLICATIONS (2) |
| 684 | VIDEO APPLICATIONS (2) |
| 901 | THE COMMS DISK |
| 1022 | AMOS UPDATE 1.3 |
| 1095 | DATABASE WORKSHOP (2) |
| 1097 | DPAINT CLIP ART (2) |
| 1099 | VIDEO GRAPHICS (4) |
| 1117 | GENEAOLOGY * |
| 1228 | ST EMULATOR (GERMAN) |
| 1234 | TETRA-COPY |
| 1273 | C-LIGHT |
| 1450 | NEW SUPERKILLERS |
| 1451 | ELECTROCAD V1.4 |
| 1452 | AMIBASE |
| 1536 | NORTH C (PACKED) |
| 1537 | NORTH C (UNPACKED) (2) |
| 1545 | SPECTRAPAINT V3.0 |
| 1550 | FLEXIBASE V2.0 |
| 1569 | LANGUAGE TUTOR |
| 1606 | DATABASE MASTER 2.0 |
| 1629 | ZX SPECTRUM EMULATOR |
| 1663 | DYNAMITE BRUSH FONTS |
| 1858 | 202 UTILITIES |
| 1878 | TEXTPLUS WORD PROC. |
| 1880 | DCOPY & UTILITIES |
| 1884 | EQUINOX INTRO WRITER * |
| 1886 | MED V3.1 |
| 1893 | DICE V2.06A |
| 1896 | DESK BENCH (3) |
| 1906 | PAGESETTER CLIP ART (6) |
| 1914 | SLIDESHOW CONSTRUCTOR |
| 1942 | MASTER VIRUS KILLER V2.2 |
| 1951 | KING JAMES BIBLE (3) |
| 1954 | CELTICS DEMO MAKER |
| 1960 | RSI DEMO MAKER (ENGLISH) |
| 1961 | RSI DM UTILITY/HELP DISK |
| 1962 | TSB 3D VECTOR DESIGNERS |
| 1987 | QUICKBENCH * |
| 1990 | NIGHTFLYERS UTILITIES IV |
| 2004 | TURBO IMPLODER V4.0 |
| 2012 | DRAW MAP V2.3D |
| 2058 | VECTOR BALL EDITOR * |
| 2156 | CODERS UTILITY DISK |

## MUSIC DISKS

| | |
|---|---|
| 61 | J M JARRE - DEFINITIVE |
| 407 | CD PLAYER DEMO * |
| 713 | FLASH! - QUEEN (2) |
| 724 | TECHNOTRONIC REMIX |
| 746 | CRUSADERS BACTERIA |
| 941 | SOUNDTRACKER JUKEBOX |
| 976 | SCOOPEX BEAST SONIX |
| 1026 | DIGITAL CONCERT VI |
| 1292 | CRUSADERS DO GENESIS |
| 1685 | DEPECHE MODE MUSIC DISK |
| 1694 | ART OF MED MUSIC DISK |
| 1695 | SEAL CRAZY REMIX * |
| 1713 | SPACED OUT VOLUME 1 |
| 1714 | SPACED OUT VOLUME 2 |
| 1716 | I THINK WE'RE ALONE NOW |
| 1717 | EVERYBODY DANCE NOW |
| 1718 | BETTY BOO DOING THE DO |
| 1755 | AMAZING TUNES 2 (3) * |
| 1993 | CATS SING KYLIE! |
| 2006 | SAMPLE SENSATIONS * |
| 2008 | MOVE ANY MOUNTAIN * |
| 2059 | VIVALDI FOUR SEASONS (2) * |
| 2159 | CHARLY |
| 2160 | WHAT CAN YOU DO FOR ME? |

## SLIDESHOWS

| | |
|---|---|
| 282 | FORGOTTEN REALMS |
| 617 | NEIGHBOURS SLIDESHOW |
| 725 | DIGGY PIGGIES (2) |
| 742 | MADONNA SLIDESHOW |
| 814 | VIZ SLIDESHOW |
| 891 | CREEPSHOW |
| 899 | MADONNA SLIDESHOW 2 (2) * |
| 968 | GOREZONE SLIDESHOW (X) |
| 1051 | TOTAL RECALL SLIDESHOW |
| 1085 | COMIC SLIDESHOW (X) |
| 1103 | SPORTS ILLUSTRATED GIRLS |
| 1263 | CRUSADERS: RICHTER (2)(2D) |
| 1277 | FRAXION DIVINE VISIONS (2) * |
| 1279 | FORGOTTEN REALMS '90 |
| 1708 | INVISIBLE WORLD |
| 1719 | YABBA DABBA CARTOONS |
| 1781 | REFLECTIONS RAY-TRACED |
| 1835 | NIGHT BREED SLIDESHOW |
| 1876 | REFLECTIONS RAY-TRACED 6 |
| 1901 | LEEDS UNITED SLIDESHOW |
| 1919 | DEBBIE HARRY (2)(2D) * |
| 1984 | TERMINATOR SLIDESHOW |
| 1986 | ALIENS SLIDESHOW |
| 1991 | AQUARIUS IMAGES |

## BLANK DISKS

**Please call for latest prices!**

### DISK BOXES

| | |
|---|---|
| 10 capacity | 99p |
| 40 capacity | £4.99 |
| 50 capacity | £5.99 |
| 80 capacity | £6.99 |
| 100 capacity | £7.99 |

### 512k MEMORY UPGRADES

| | |
|---|---|
| Non clock | £27.50 |
| With clock | £31.50 |

### A500 PLUS

**1 MEG UPGRADES NOW IN STOCK!**
Takes A500 Plus to 2 Meg! £54.99

## ACCESSORIES

| | |
|---|---|
| Rombo Vidi-Amiga | £149 |
| Mastersound Sampler | £32.99 |
| Midi Interface inc. leads | £14.99 |
| Keyboard Cover | £2.99 |
| Printer Cover | £4.99 |
| Mouse Mat | £2.99 |
| 2 pce Printer Stand | £4.99 |
| Printer Cable | £4.99 |
| Modulator/Disk Drive Extension Cable | £12.99 |
| Action Replay III | £56.99 |
| Naksha Mouse | £26.99 |
| Budget Disk Drive | £49.99 |
| Cumana Disk Drive | £59.99 |
| 1000 Disk Labels | £12.99 |
| Stereo Audio Leads | £3.99 |
| Disk Drive Cleaning Kit | £1.99 |

### GLAMOUR DISKS

For a full list send S.A.E. to
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FULL DETAILS OF FISH DISKS

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### KEY TO SYMBOLS USED

(2) = Number of disks
* = 1 Meg, ** = 2 Meg, etc.
(2D) = 2 drives, (X) = Adults Only
(P) = A500 Plus Compatible
(NP) = Not A500 Plus Compatible

## PD PACKS

**GAMES PACK 1**
(SOME 1 MEG - NOT A500+)
37 TITLES INCLUDING INVADERS, TETRIS, ASTEROIDS, MISSILE COMMAND, AND MANY MORE!
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# STORING DATA ON THE CHEAP

## If you want a cheap alternative to a hard drive on which to store your valuable data, Graham Cohen has the answer: Video tape!

Having just spent £400 on a new computer the last thing you want to be told is that you've got to pay another £300 for a hard drive. Well, don't be taken in by the sales talk, because there are alternatives and you, too, can experience easy, fast and cheap data access and storage for a fraction of the price. If you're sick of constant disk swapping and huge gaps of silence inbetween your favourite game's levels, but don't have an untraceable Swiss Bank account, then this system could be for you.

'The Video Back-Up System' is an amazingly cheap product from German company Rossmoller Handshake of Cologne. Rossmoller have been in the Commodore market for ten years and have consistently delivered superb products from memory expansions to accelerator boards. They've now come up with the most original budget back-up system yet which makes use of conventional video tapes and household VCRs to store digital data.

Costing about £70, the backup system comes with all the necessary connection leads to link up An Amiga to a VCR, as well as the all-important control software, a manual and – unbelievably - 160Mb of free PD software (201 Fred Fish disks) on a video tape. One VHS 240 minute tape will back up around 200Mb on a recorder in Standard Play (SP) mode. The hardware itself, built into the connection cables, encodes the data from the Amiga using 'modem'-style techniques and converts that to an audio frequency and composite video for direct input to the relevant connections of the 'in' sockets on the machine.

The software controls whether the data back-up will include selected directories, archived data or files that have changed since last being backed-up. Restoration of a hard disk or floppy is also made painless as the software incorporates a system of synchronising the video tape to that of the Amiga's clock. Due to its low cost, the system offers an ideal alternative to tape-streamed and floppy-disk back-ups. However, as two domestic video players are rarely alike, a restoration via another recorder could cause problems. The number of variables associated with this form of data transfer, such as video head alignment, tracking control, tape tension, motor speed and even humidity, will always make this method of data back-up a gamble.

### VERDICT

- Extremely cheap
- Debatable reliability
- Free software
- Possibly fiddly to connect to video

★★★★

# HARD DRIVIN'

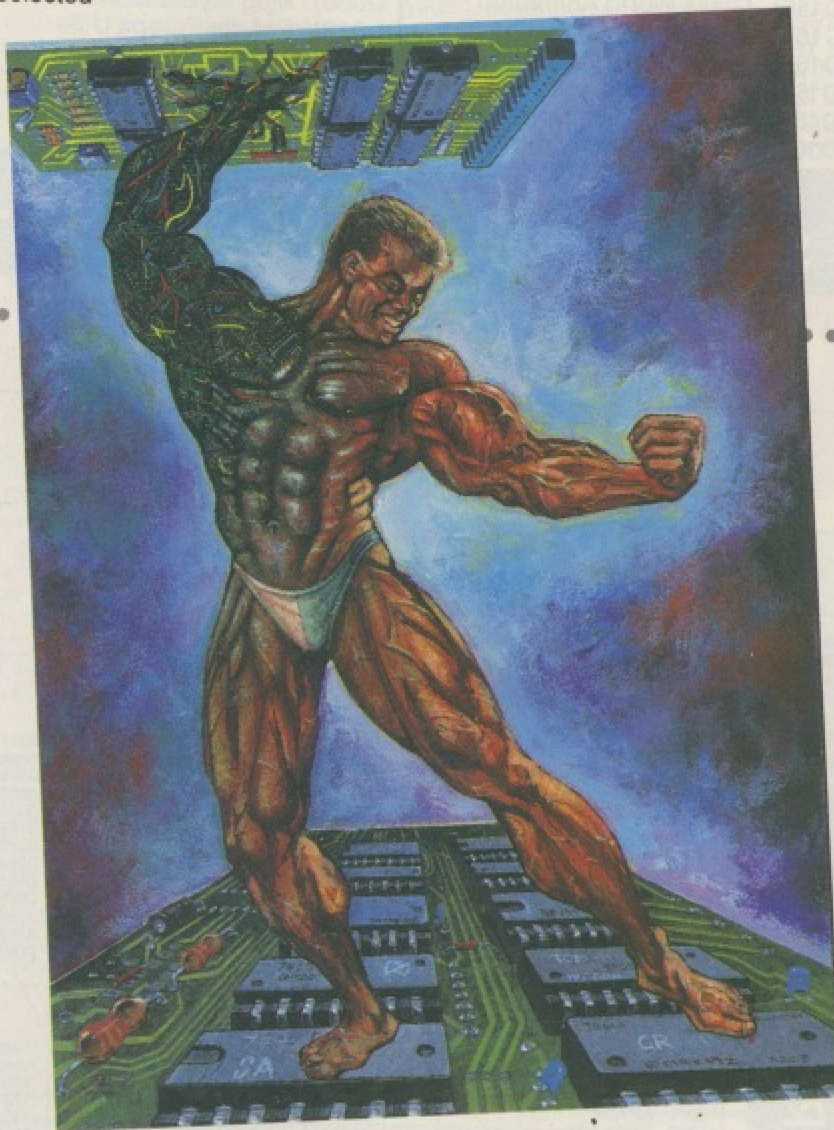
## If you really want to be able to just sit back and watch your Amiga safely download all its valuables, then state-of-the-art comes with a heavy price tag.

The OP150 streamer from Omega Projects offers state-of-the-art hard disk back-up for all the Amiga models and boasts some impressive performance specs, but it's not cheap. Your £630 buys you the external unit and a first free tape. The data transfer is very quick – 112.5k per second! Tapes are available as either 150 or 250Mb formatted cartridges and any industry standard (DC600XTD, DC6150 or DC6250) tapes will be compatible. The device features an effective media/head loading mechanism to protect the head from damage during load/unload procedures, assuring accurate head-to-tape alignment and quieter operation. Being fully SCSI, your favourite back up software can be used, although a copy of AMI-Back is bundled as the control software (normally costing £49.99). If you have had to back up over 100Mb of hard disc onto floppies, you'll know what a laborious task it is. This system is ideal for anybody who has been in that time-consuming position and has the cash to relieve the problem.

### VERDICT

- High quality mechanism
- Very fast transfer
- 100% reliable
- Could be a bit too pricey for some
- User-friendly

★★★★



Whichever system in hardware you go for, and there are many, there is no denying that in the long run disk drives are not enough. Faster data access, safer storage of programs (in the case of hard drives due to their air-tight casings), a huge amount of storage space held in one place (a 40Mb hard system can store the equivalent of about 40 floppy disks) and improved, lengthy animations without the need for disk swapping to update data. . . All this adds up to a vital part of your computing experience and once you have it you'll wonder how you ever got along without it.

**ADDRESS BOOK:** Omega Projects 14 Derwent Close Culcheth Warrington Cheshire WA3 5DY Tel 0925 763946
Rossmoller Handshake Gmbh Neuer Markt 21 W-5309 Meckenheim Germany Tel 010 49 2225 20 61 63

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*= 1MB
(2) = No of disks

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|---|---|---|
| D113) Silents Scroller | P02) A68K Assembler | G004) Breakout Construction Set |
| D115) Utopia Cartoon Slides | P04) North C | G006) Star Trek (2) |
| D117) Bunsen Burner | U001) Jazzbench | G008) Drip* |
| D119) The Link Megademo | U004) Visicalc Spreadsheet | G010) Quiz Master 2 |
| D122) Ghost Pool | U006) Intro Maker | G012) Popeye |
| D124) Scoopex Seven Sins | U008) Sidney and Friends | G014) Tennis* |
| D126) Disney Slideshow | U011) XLS Disk 1 | G016) Flaschbier |
| D128) Sleeping Bag Demo | U013) Clip Art | G018) Treasure Hunt |
| D130) System 5 Demo | U015) The Magicians Utilities | G020) Wet Beaver Games |
| D132) Alpha Flight Megademo 2 | U017) Steel Moon Utilities | G022) Workbench Games and Hacks |
| D134) Share and Enjoy 46 | U019) CADV | G024) PD Games Compilation |
| D136) Thames TV Demo | U021) Super C Disk | G026) Movie Games |
| D138) Vision Megademo | U024) Red Devils Utils 4 | G028) Eatmine |
| D140) Fast Cars Slideshow | U026) Amibase V3.76 | G030) Return to Earth |
| D142) Mobed | U031) Bootbench | G032) Klondike |
| D145) Kefrens Wall Demo | U033) C-Light 1 + 2 | G034) Trek Trivia |
| D147) Beast 2 Preview | U035) System Checker | G036) Pipeline |
| D149) Treacl | U037) Tetra Copler | G019) Battleforce |
| D151) Share and Enjoy 47 | U053) Text Plus Wordprocessor | G021) Arcade Games |
| D153) Simpsons Mini Mega (XXX) | U056) Wordwright Wordprocessor | G023) Star Trek The Next Generation |
| D155) Glass World Animation | U058) Running Man Update | G027) Hack |
| D157) Congaman Animation | U060) Mag Media Disk Utilities | G029) PDOM Games |
| D160) Anarchy Scratch Pack 39 | U063) Pendle Europa Utils | G031) BIP |
| D162) Bugs Bunny Anim* | U065) Fonts | G033) Stoneage |
| D164) Smurf + Cokeman Anims* | U067) ICPUG Printer Utilities | G035) Jeopardy |
| D166) Juggette Animation | U069) XLS Best of PD 3 | G041) Frantic Freddy |
| | U100) RSI Demo Maker | G045) Llamatron |

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0053 New C Manual (4)
0139 North C (2)
0142 Aztec C
0146 Pascal
0393 PC Qued
0145 A68k Assembler
0143 Power Logo

### Games

1914 Growth
1915 ED 209
1916 Sealance
1918 1918
1919 The Evil Dead game
1920 Pom Pom Gunner
1921 Chinese Checkers
1922 Mechforce
0076 ST Bash
1923 Tech Trivia
0165 Empire
0067 Snakes and Ladders
0071 Air Ace
0379 Gridrunner
0381 LLamatron
0382 Trix
0383 Amigaoids
0384 Battlepong
0385 Blue House
0386 Zeus
0387 Scum Haters
0247 Megaball
1776 Raid
1777 Wizzys Quest
1778 Windersoft Games
0071 Air Warrior
0063 Star Trek (2)
1786 Lazerzone

### Youngsters Disks

0104 Face Maker
0105 Colouring Book
0103 Pair It
0031 Learn & Play (2)
0101 Treasure Island
1780 Train Construction Kit

### Demo Disks

1924 Horizon Sleeping Bag
1925 Vangelis Demo
1926 Amos 3d Demo
1927 Kefrens The Wall
1928 Cryptoburners Red October
1929 Deep Sea
1930 Red Sector Demo Maker
1931 Plasmutex
0399 Mr Potato Head
0400 Evolution Slideshow
1781 Seargent Pepper (2)
1782 Rebels Candyland
1783 Digital Innovation by Anarchy
1784 Silents Ice
1785 Tomsoft Virtual Worlds
1937 Space Chase
1938 Ghostpool Animation
1939 The Juggler
1940 Magician
1941 Adams Family Demo
1942 Advance Ham Pics
1943 Chainsaw Slippers
1944 Nightbreed
1945 Roger Dean
1946 Yabbadabba Slideshow
1947 The Fabulous Art of T Richter
1948 Vax Slideshow

### Business

0091 Wordwright Wordprocessor
0098 MCad
0085 Amibase V3
0094 Home Banking
0198 Typing Tutor
0092 Home Management (2)
0394 Word Frenzy
0383 Business Card Maker
0099 Analyticalc
1764 600 Business Letters
1765 Rim Database
0087 Clerk Home Accounts

### Utilities

1949 Pendle Europa Megautilities
1950 Pendle Europa Utilities 5
1951 Pendle Europa Utilities 6
1952 Pendle Europa Utilities 7
1953 Razor 1911
1954 Sid v1.6
0128 P Copy
0118 Spectrum Emulator
0117 ST Emulator
0115 Workbench II
0122 Master Virus Killer
0116 64 Emulator
0119 QL Emulator (3)
0124 No Click
0120 Dcat Disk Cataloguer
0391 Beginner Bench
0390 Multi Ripper
1766 Assassins Boot Utils
1767 Direct Action (animation Util)
1768 Dynamite Font II
1769 TV Graphics
1770 Video Applications (2)
1771 Darkstar Utils II

SLACK WILLYS MAXIMUM PD

### Music

0135 Octalizer
0123 Future Composer
1772 NoiseTracker
1773 Sample Disks 1-16
1774 Bass-Amatic

### Art & Graphics

0158 DKB Ray Trace
0159 CLight
0157 Slideshow Construction Kit
0163 Deluxe Draw
0396 Draw Map 2.3
0397 TSB Vector Designer
0229 Red Sector Demo Maker
1775 TitleGen
0162 Ghost Writer

### Adult Sets

0002 Max Adult Set 1
0003 Max Adult Set 2

The contents of the above Adult Sets are too sexy for this ad.

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# road to nowhere?

**Stuck getting from A to B? Tony Dillon gets on his bike to road-test Complex Computers' solution.**

## MOTORWAY MADNESS

Route planners have been available to PC owners for Donkey's years, yet, surprisingly, very few have made the journey over to the Amiga. However, in response to all you lost souls out there, Complex's *GB Route* is here to plan out the shortest and fastest routes between any two points – and between any three areas you care to mention.
Unfortunately, the package limits you to the main Motorways and A-Road, but presumably this is because memory restrictions stopped them from incorporating the country's many backstreets.

The package's best asset is its speed. If you were asked to describe the quickest route from Hammersmith to Rotherham, *GB Route* will have answered before you'd even opened the A-Z. In fact, it can predict most journeys in a mere two seconds. The database is very comprehensive and the user can zoom in at any part, allowing them a closer look at key areas.

## OUT OF GAS

All route requests are entered via a prompt window, which requires your starting point, destination, and any places you may wish to visit on the way. In addition, it will also ask how much petrol your car uses per mile, the price of petrol, and the time you wish to leave. From here, the broken-down route will appear, including an estimation of the fuel's cost, and the length of your journey. You can even vary the road speeds to take bad traffic into account, as A-Road traffic can be as slow as 20MPH on a busy day.

Although this is a very handy utility, forty quid does seem rather steep for what is basically an A-Z. And despite the excellent presentation and aforementioned ease of use and speed, the price stops *GB Route* from becoming a 'must have.'

### VERDICT

- Easy to use
- Quite comprehensive
- Nice zoom facility
- Over-priced for what it does
- Offers print-out option

★★★★



If you're one of those people that even gets lost in their backgarden, *GB Route* is the answer to your prayers.

*Look out - he's back!*

# PAPERBOY 2

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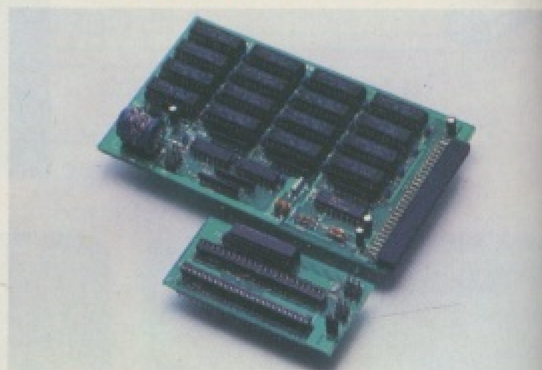
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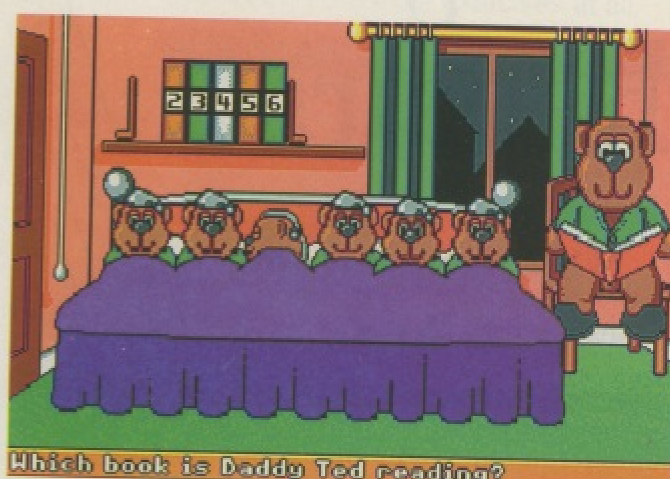
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# six of the best

**Europress Software's blockbusting Fun School Series continues apace with a fourth collection of programes added to the stable. Garth Sumpter went back to school to access the merits of the new set of disks and awards the marks out of ten.**

**BACK TO SCHOOL** The *Fun School* series has always been considered some of the best educational software that money can buy. By disguising the inherent educational worth of their programs behind a colourful veneer of fun, the series has captured the imagination of children and the admiration of parents alike. With the fourth set of disks in the highly-acclaimed series poised to hit the softshops, we took a look at both the Under Fives collection and the more elaborate 7-11 year old educational package.













## FUN SCHOOL 4: *FIVE AND UNDER*

This package covers four areas of learning: Numerical exercises that attempt to introduce numbers up to nine, the addition of numbers that involve counting exercises aas well as addition as abstracts i.e. 5+2 = ? and a drawing package. The latter program is especially useful in promoting hand/eye co-ordination and involving keys, reading and colour recognition exercises. Each subject is introduced in games which use a Teddy Bear as their central motif and character.

### ADDITION

The first game has Teddy in a nursery school where he's shown up to nine objects on a blackboard and must choose a number corresponding to the objects on display. Each correct answer allows one of the Teddy Bear nursery school's inmates to escape to the playground. Nice to see that some traditional school values remain unchanged.

Level two introduces simple addition. As the addition is done in symbols (two frogs plus two balls), the answer can be obtained by counting and, if completed correctly, the next level sees the removal of the symbols so that you have to work in the more abstract concept of numbers.

### TEDDY PAINT

This game helps familiarise children with the computer keyboard and the mouse. A blank drawing board can be painted on the screen using the mouse and special keys defined on a menu screen. This is probably the weakest of all the games – if the idea of drawing is to nurture the child's creative side, then why use such a complicated system of keyboard entry to change colours and pencil shapes and thus reduce the art package into a test of memory? As the art package relies heavily on the mouse, surely using on-screen icons to change colour would have been more logical?

### FUN TRAIN

Now it's the child's reading ability that comes under scrutiny. Teddy is at the fun fair and the fun train is there. A picture has the name of the object written on it and Ted, for it is he, drives the fun train and pulls a picture into view. Is it the same as the one already shown? If it is, press enter and, if not, use the space bar to pull on another ➤



six of the best

picture until the correct one turns up. Level two has some of the pictures replaced with words and you must again try to match the two together.

### TEDDY'S KARAOKE

I'm afraid that Karaoke is spreading everywhere and even children's software is unsafe from the embarassing pastime. Unfortunately, nursery rhymes are excellent things to use to aid reading - children can learn the words to a song with ease and a bouncing ball moves them through the words of the song. This is an excellent and speedy form of word familiarisation and possibly the fastest reading aid on the disk. Level two has the child tapping out the beat of the song to get the notes to play in time and level three has song breaks where the first letter of certain words have to be entered. I see very little use in this exercise, except for musical chairs, but the excellent first level more than compensates.

### TEDDY'S BOOKS

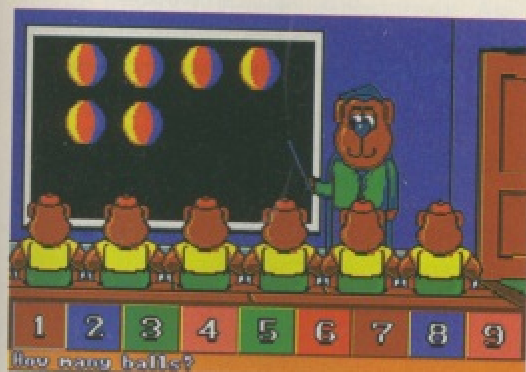
The final game in the program is a numbers game. Daddy Ted is reading bedtime stories from a shelf of six numbered books. The child must enter the number of the book he's using by finding the missing number in the series. On level two, the books are not in ascending numerical order and so the task is complicated by having to work out which book is missing. If a guess proves to be wrong then they're told to guess again, choosing a higher or lower value, emphasising the idea of quantitative value.

On the whole, I found this program to be excellent. The number games, especially Teddy's Books, are well-planned and reasonably good fun to play, and they teach precise numerical skills and ideologies - counting, relational values, number order, addition and sequence. These are all key ideas that are put across fairly well and make the software worth its price tag. Numeracy is the strong point of this package with balanced and gently progressive exercises. Graphics are very large and simply coloured and, although simple, they don't detract from the exercises at all.

### VERDICT

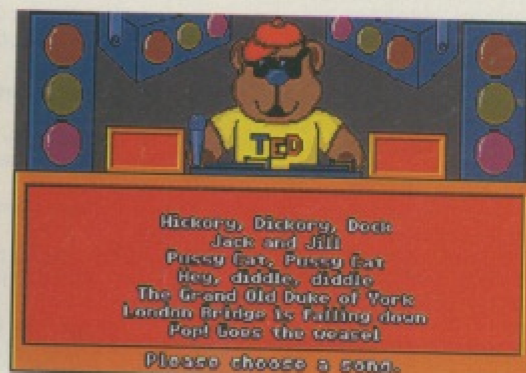
- Straightforward
- Fun to learn
- Mouse and keyboard skills encouraged
- Simply the best
- Well-thought out tests

★★★★



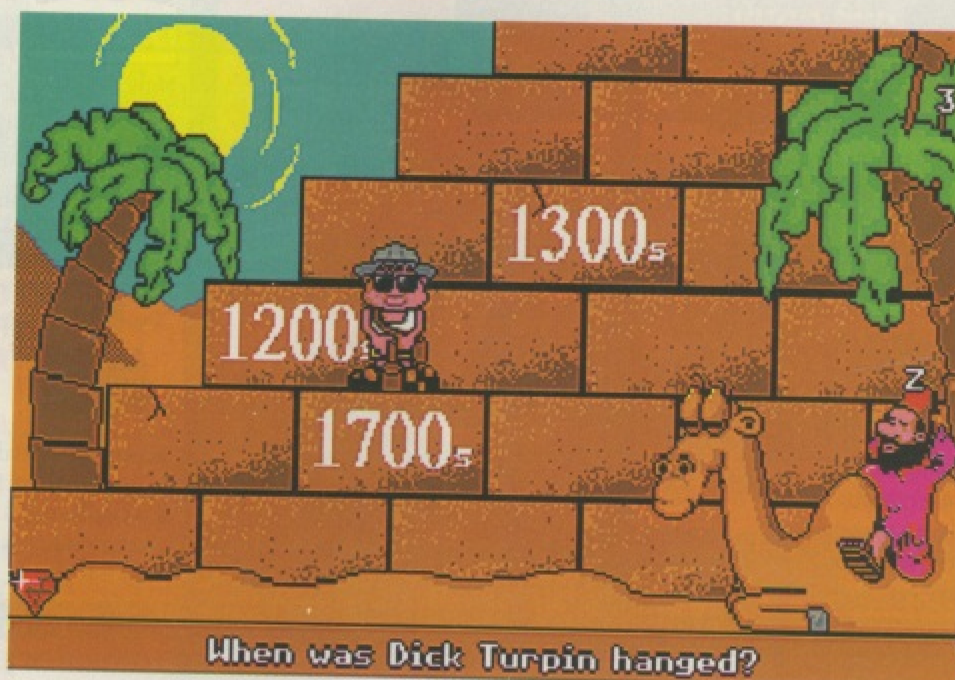







## FUN SCHOOL 4: *7 - 11 YEAR OLDS*

The six programs in this package cover Mathematics, Geography, History and General Knowledge. Maths has three separate skills represented in six different games. Each are a part of an overall plot: that of Agent Sammy who must track down the thief who stole the ancient riches and secret papers of King Raram. It's not a great plot, but the theme is maintained throughout the games, giving some continuity to the proceeding and a goal for the child to aim for – an important factor for any child who is likely to ask, 'Why?' and 'What am I doing this for?'




### PROPORTIONS

This game, as the name suggests, tries to develop the ideas of percentage, decimals and fractions as a way of expressing the relationship of parts to a whole. By showing a screen of objects, and then asking for the ratio of like or similar objects as a sub-set of the whole, this might sound very complicated but the game progresses sensibly through each of the three tests.

In the first, our diminutive secret agent enters spy school and is faced with ten spies. He's asked questions like 'What proportion of spies have green coats?' Little Agent Sammy must then identify the colour of the coats and how many are visible. The answers will be expressed either as a decimal (i.e. 0.4 if the answer is four out of ten), as a percentage (40%), or a good old-fashioned fraction - decided either by the computer or by selecting the type of answer needed (fraction, decimal or percentage) from the keyboard.

Each correct answer allows a double agent to hand on a secret paper to Sammy.

### EXCHANGE RATES

The second program introduces the idea of differing rates of exchange amongst European countries. It requires children to use multiplication and division skills so that Sammy can collect ➤

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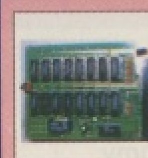
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**HISTORY**
This game tries to introduce and reinforce the century, decade and year of famous historical events. A question is asked and then Sammy is moved around a pyramid to break up the stone with the correct date on it to reveal gems and artifacts – sort of grave robbing for beginners. This is well done as each historical date is narrowed down on subsequent levels.

**SPY QUIZ**
Everyone's favourite, no matter what age, has to be general trivia. The only problem here is that some of the questions in Spy Quiz are a little more specific, calling for not only general knowledge, but also mathematics and spelling.

**OVERALL**
This package is a big improvement upon *Fun School 3* with each module being progressive, entertaining and, above all, pitching at just the right level for the age groups concerned. Graphics are crisp but animation is minimal and possibly the weakest area of expertise. Provision is made for control by mouse but the choice of keyboard keys is sometimes puzzling. The space bar, for example, is used to move around highlighted options, when learning to use cursor keys would seem a better idea.

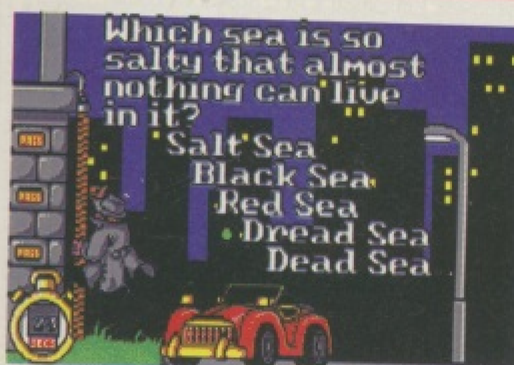



**ADDRESS BOOK**
**Both Fun School 4 packages cost £24.99 each. Europress Software, Europa House, Adlington Park, Macclesfield, SK10 4NP. Tel: 0625 859333.**

**VERDICT**
- **Still the best educational package available**
- **Covers maths in depth**
- **No steep learning curves**
- **The sound and graphics are unobtrusive to the point of being very average.**
- **Mouse control included but some key choices are illogical.**

★★★★










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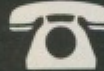
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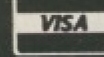
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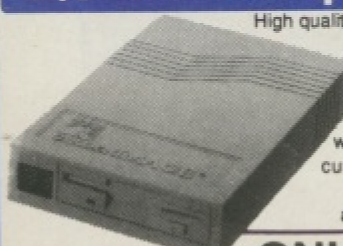
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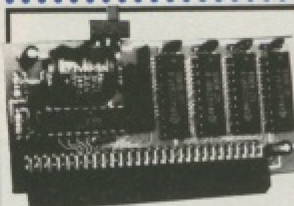


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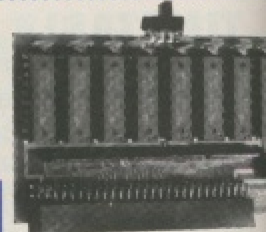
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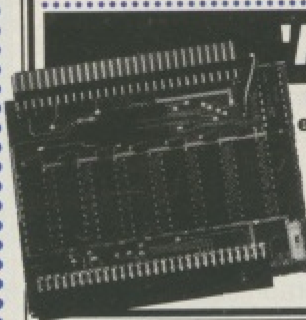
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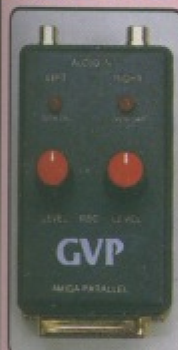
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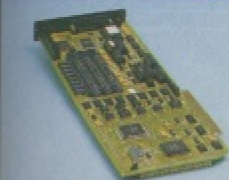
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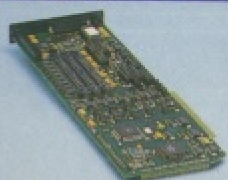


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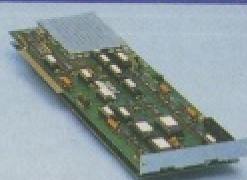


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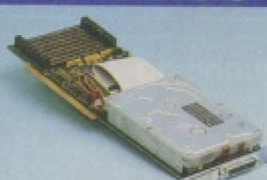


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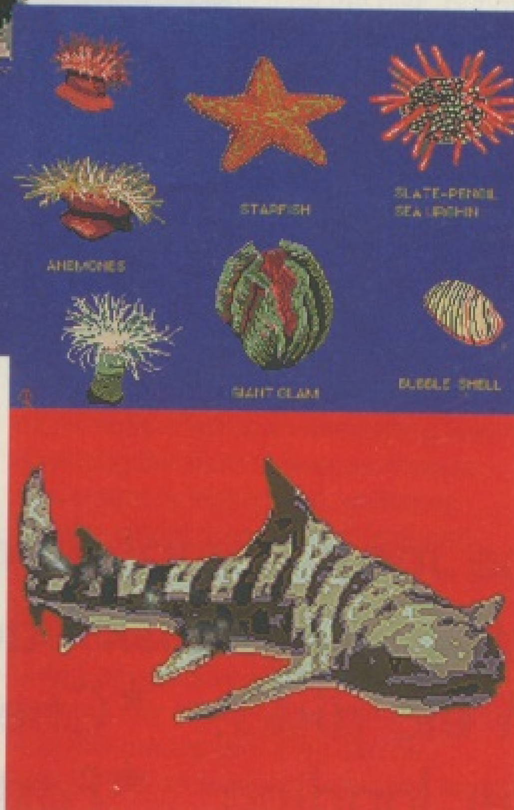
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# wild thing

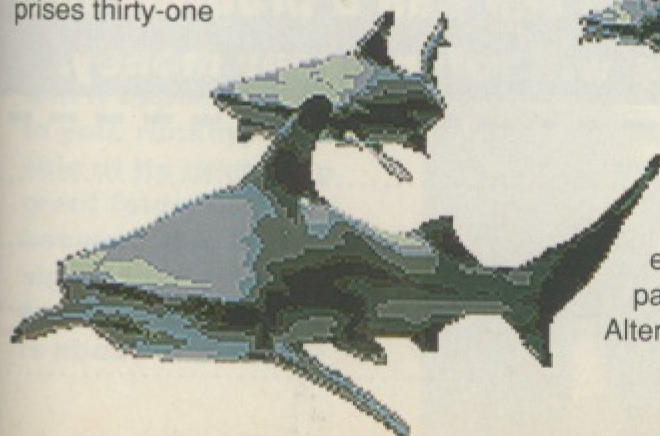
## CREATURE FEATURE

Back in 1989, RGB Studios, a small Sussex-based company, impressed the Amiga world with the release of their *Real Things Horses* collection. Comprising numerous animated horses suitable for inclusion within the user's own demos etc, the product was only the first of a successful series of animated studies. Now, in a burst of pre-Christmas activity, RGB have released not one, but two new portfolios: *Real Things Safari* and *Real Things Sea Life*.

## ROCK LOBSTER

*Real Things Sea Life* comprises thirty-one animations, depicting eleven types of sea life ranging from sharks and sting rays to anemones and crabs – it also takes the prize for the most bizarre subject for an animation with its Plankton anim.brush! Like *Real Things Safari*, *Sea Life* contains scenery, demonstration material and a construction utility for the user to assemble themselves, this time illustrating a shark.

The collection is every bit as attractive as its land-based partner, and presents the user with the opportunity to create vibrant and realistic animated scenes. RGB Studios say that *Real Things* can only be used on Amigas with one megabyte or more, and if you want to use it with *DPaint III* or *IV* this is true. However, if you don't wish to edit the animations and merely want to incorporate them into your own demos, half a meg is enough if you use a scripting package such as the *Director*. Alternately, they can be instantly compressed and animated using *Power Packer* and *PPAnim*.



## WILD THANG...

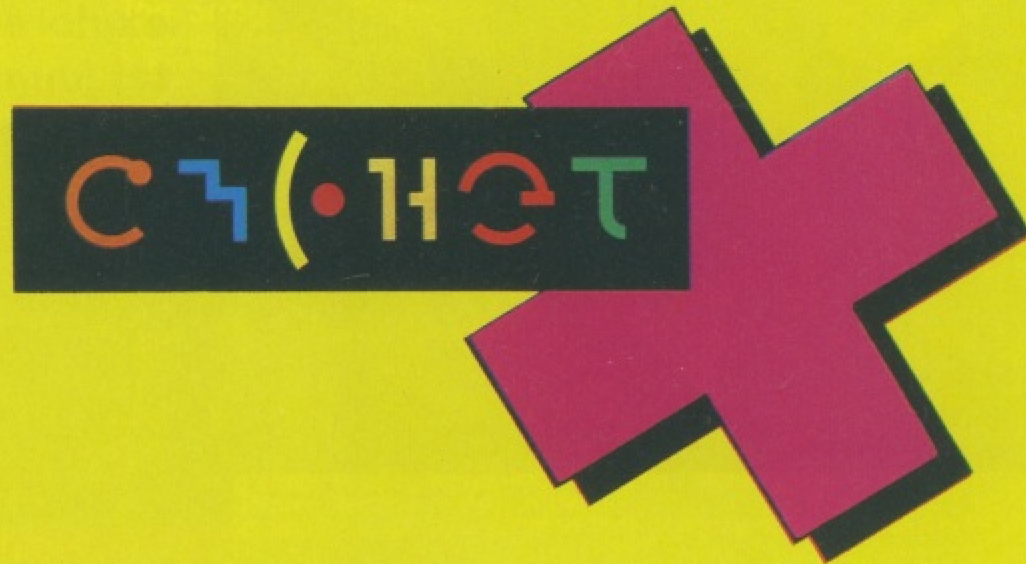
*Real Things Safari* contains eleven different animals vividly brought to life in eighteen animations. There are lions, tigers, zebras, wildebeest, elephants and giraffes. And, to complete the menagerie, there are three kinds of monkey.

The first of this two-disk set contains a demo showing a leopard, as seen ➤



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# wild thing

**ADDRESS BOOK**

*Real Things* cost £29.95 each and can be purchased from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000. In case of difficulty you can phone RGB Studios on 082 581 2666.

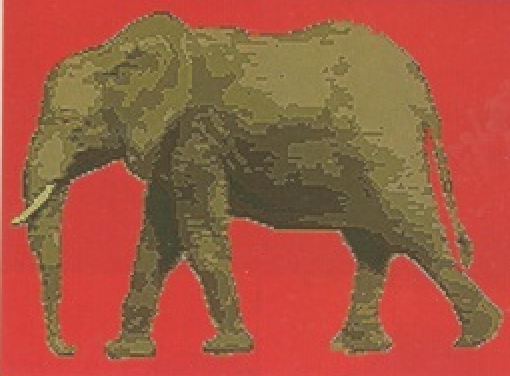
## OUT FOR A BITE...

**You can learn a lot about the way animals are feeling from the body language they give off. Like humans, animals adopt different postures according to their moods. Examples of this can be seen throughout the animal kingdom, ranging from the exotic (and often comical) courtship rituals of birds, to the more subtle warning signals given off by dogs and sharks.**

**Most people are familiar with the way that the hackles (hair) stands up straight on the back of a dog's neck when it's getting ready to fight. Portrayed as vicious creatures in films such as Jaws, most sharks are docile creatures which don't go out of their way to attack, or even approach, humans. They do, however, have a great deal of curiosity about their environment, and it is this that has lead to a large percentage of so-called shark attacks. Because they don't have limbs to feel objects that arouse their interest, sharks resort to biting them to find out more, and it's these exploratory nibbles that are often misinterpreted as attacks. Mind you, the great white has a bite pressure of well over one ton per square inch, so you don't really want it to 'explore' you if you can help it! If you ever find yourself facing a shark, and it appears to bow to you, rucking the skin of its neck into great folds, look out, because this is the signal that a shark feels threatened and is about to attack!**







A selection of images from the Real Things Safari disks. In future, this may become the only way that you'll ever see a tiger or elephant.



➢ through binoculars, prowling through long grass. This impressive scene immediately indicates the standards that the user can achieve. The scenery is quite simple, but the animal itself is little short of photographic in quality. I could almost hear the grass rustling!

Also on the same disk is something that RGB call a Zebra construct. Despite its technical-sounding name, this is simply a series of individual screens which you can join together to create a running zebra. I'm not a hundred percent sure why RGB included it on the disk, but my guess would be that it's there to give you an appreciation of the process involved in creating your own animations. Whatever their reasoning, the zebra is an impressive showcase.

In the Line & Palette directory, there's an animated lioness which has been created using an extremely stylised fashion, describing the animal in broad bands of light and shade rather than attempting to represent every single hair on its body. This is an interesting way of depicting the beast because muscle movement is highlighted, giving far greater clarity than if it had included much more detail. Although it's the only animal represented in this manner, it reminds the user to view things from different perspectives.The remaining animals are all stored as anim. brushes and this means that they can be included in an existing animation or picture without having to mess around with spare screens, etc.

The icing on the cake can be found on the second disk, where a number of scenery elements are stored. These include grasses, trees and some valuable tips on creating shading for complicated shapes.

## ANIMAL CRACKERS

The people at RGB Studios are clearly great nature lovers and proficient artists. Each animation has been lovingly rendered so that, rather than being just a pixellated representation of an animal, it conveys the essence of the animal's nature.

It would be too easy to simply digitise and tidy up a picture, but to capture the sense of majesty and latent power about the animal requires more than just a camera. The crea- ➢

# wild thing

tures included in both sets are drawn using the minimum number of colours possible. RGB Studios say that this is to make them accessible to users with the smallest amount of available memory. As most animations are created in sixteen-colours or less, it also means that creatures using different palettes can still be incorporated into the same scene.

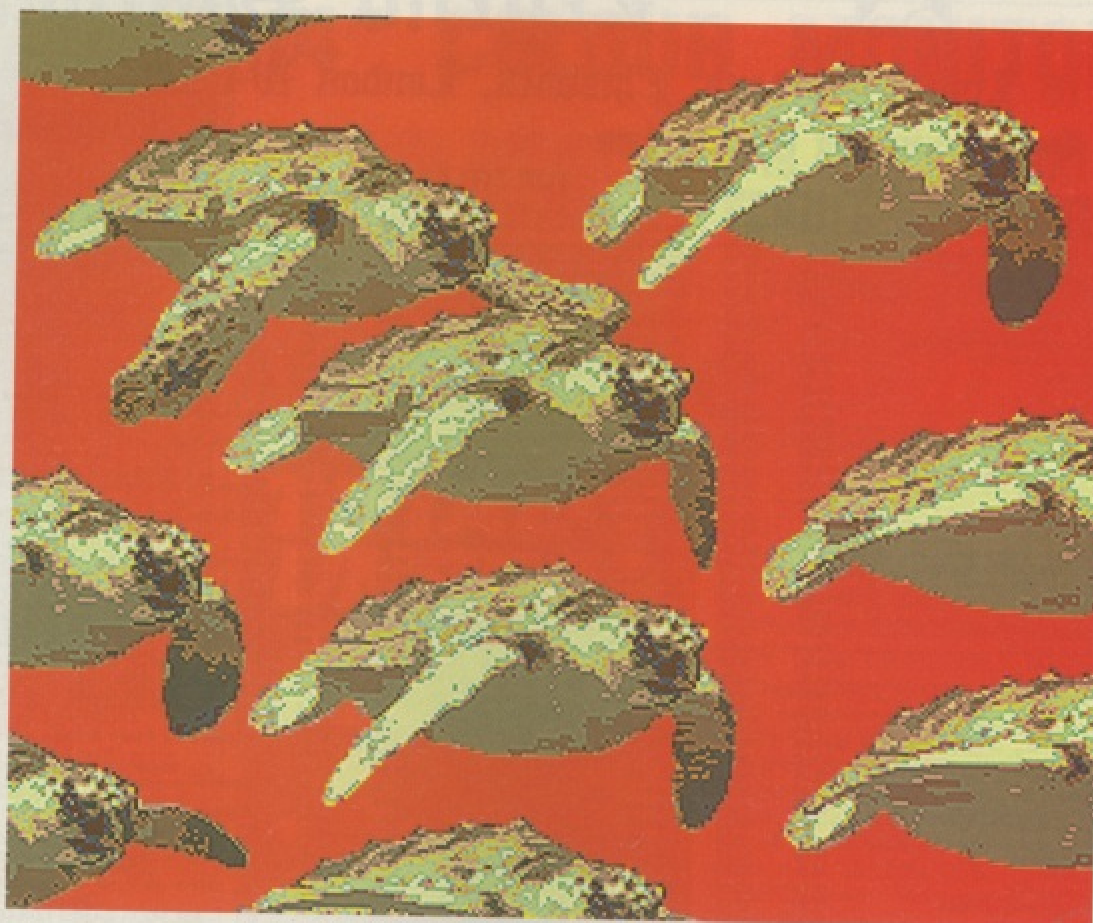
## CONCLUSION

Although most users are bound to derive pleasure doodling with *Real Things*, they are clearly capable of much more than that. Forming an exciting addition to an already superb collection, there is a marked improvement in the quality of the images over their predecessors. Additionally, the enclosed manual is full of valuable tips to help the user get the best from them. Although they are a little pricey for such a specific task, *Real Things Safari* and *Sea Life* can be thoroughly recommended as an interesting aside.

### VERDICT

- Extremely realistic movements
- Can be used with any packages that support the anim.brush format
- Easily incorporated into your own demos

★★★★





*Above*: Most creatures are provided as Anim brushes ready for you to stamp down on the screen wherever you like.

*Left*: A leopard stealthily glides through the long grass in the *Safari* demo. Can you spot it?

### THE COMPLETE SET

**Here's the list of currently available Real Things;**

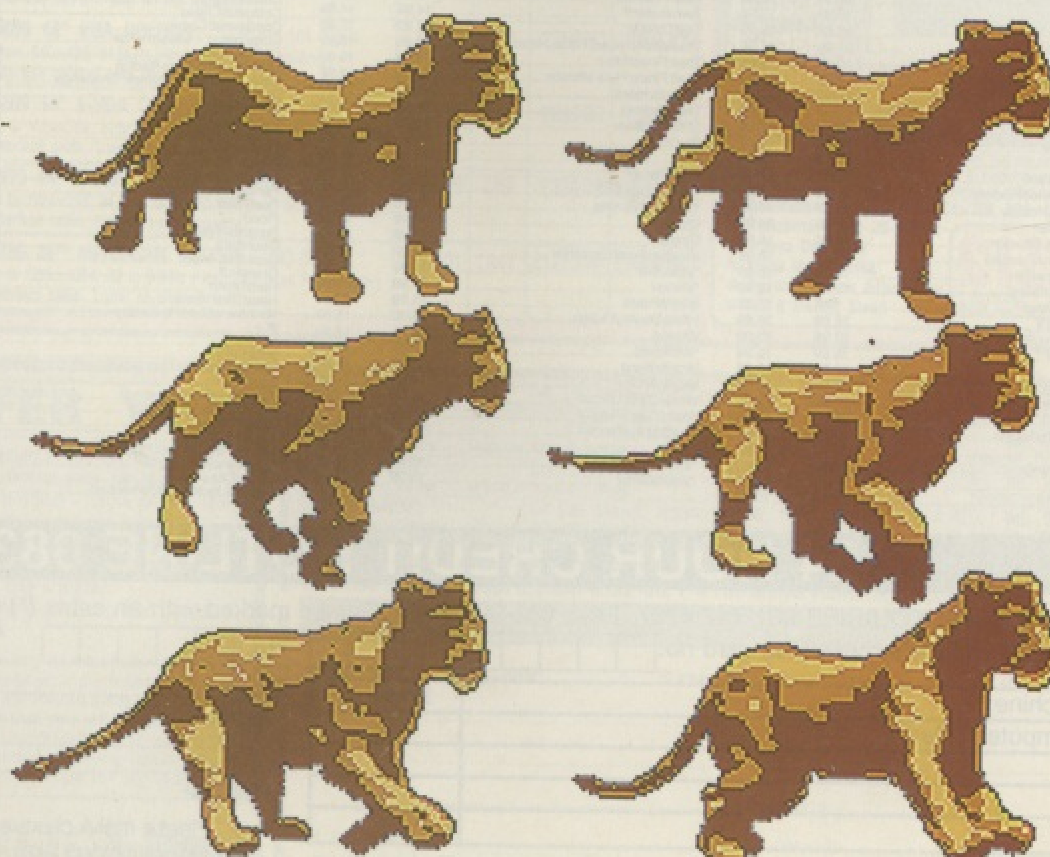
**HORSES – Horses in motion: jumping, galloping, cantering, etc.**

**HUMANS – The human as an athlete, running etc.**

**BIRDS – Birds in flight and afloat. Numerous types, including water birds.**

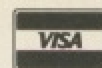
**SAFARI – The jungle and the plains. Lions, giraffes, monkeys & many others.**

**SEA LIFE – From shore to the deeps: the most popular creatures are included.**





# Legend Software



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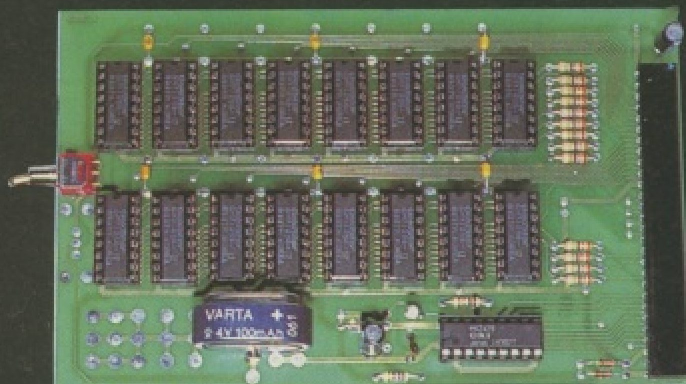
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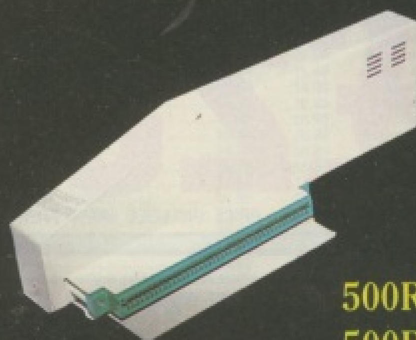
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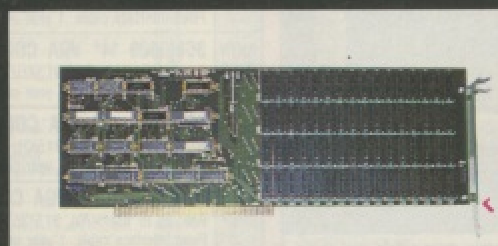
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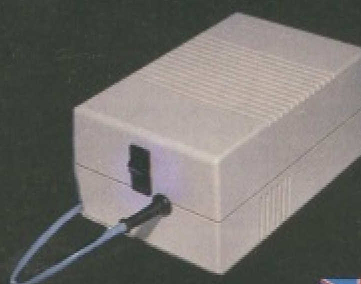


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# laser love

**Laser printers offer high print quality at an equally high price. Paul Clarke looks at the Star Laser Printer 4 to see if it offers anything new.**



**Laser printers offer a cheap source of high-quality prints. Unfortunately, most laser printers are prohibitively expensive for the average home user although recent years have seen a steady reduction in their prices. The Star Laser Printer 4 is one of the new breed of cheap printers.**

The printer company, Star, have an immense reputation, particularly among first-time buyers, but who knows that the company also makes cut-price laser printers?

## LIGHT SPEED?

The Laser Printer 4 (LP4) claims to offer professional-quality printing at a budget price. It prints at four A4 pages per minute (peak performance), and although this may sound fast compared to dot matrix printers, it's slow as far as laser printers go, with most printing at six pages per minute or more.

## EASY START-UP

Before printing, the LP4 must be configured to work with the Amiga, and as long as the comprehensive instruction manual is followed to the letter, this is a simple task which shouldn't take more than ten minutes.

The LP4 is capable of emulating an Epson FX850 or a HP Laserjet II, with IBM Proprinter emulation also available as an optional extra. I used the HP LaserJet I driver from the Workbench 1.3 extras disk, and, although this was not the exact driver specified, I found no problems printing either text or graphics. All the set-up routines are accessed via programming pads on the front of the printer, alongside which is an LCD display window to show selections as they're made.

As usual, the printer is connected to the Amiga via the parallel interface, although AppleTalk and Serial interfaces are also available for use with other computers.

## FIELD TEST

I tested the printer with a variety of packages, including *DPaint*, *Scribble!* and *Professional Page*. I was very impressed with the subtlety of the graphics printing, and found that it was also capable of producing a full sixteen-shade spread from black to white. When printing text from a word processor, the LP4 was more than adequate in terms of quality, although I'm not a great fan of the standard typefaces that are provided with it. Instead of Courier and Lineprinter, I would have liked to have seen Star show the same imagination that they did with their dot matrix printers, and provide some creative-looking fonts.

As graphics have to be down-loaded a whole page at a time, the LP4 comes with one meg of memory as standard, and this can be upgraded up to 4MB if required. The machine I used had 2MB, and this was quite sufficient for the most complicated pages that I could find to print. It was when printing pages from my *Pro Page* DTP package, that I discovered how slow a four-page per minute printer is. Although it can print four pages per minute once they're down-loaded, it takes the same time to down-load a picture to the LP4, as it does to transmit to a dot matrix printer. When printing a full page, complete with text and structured and bit-mapped graphics, I found the LP4 took as much as fifteen minutes to print a single sheet. Had I printed the same page ten times, only the first page would have taken that long, with all consecutive ones only taking about fifteen seconds each.

The LP4 is available with or without Post-Script compatibility (which allows far greater image and font manipulation). The standard version costs £999.99 and the Post-Script version £1399.99.

The LP4 is not particularly cheap and, if you hunt around, you can find superior laser printers in the same price bracket. Compared to a dot matrix printer, the quality of the output was superb, but pitted alongside other laser printers of this price, the LP4's was rather ordinary.

It was a luxury to have a laser printer available for a few weeks, but pound for pound, I'd much sooner stick with my Canon BJ-10e bubble jet. It's not as fast, but the ink cartridges are cheaper, it's easier to maintain, and it doesn't take up nearly as much space.

### ADDRESS BOOK

Star Micronics UK Limited, Star House, Peregrine Business Park, Gomm Road, High Wycombe, Bucks, HP13 7DL. Tel: 0494 471111.

### VERDICT

- Far superior to the best dot matrix printer
- Not as cheap as it might be
- Very easy-to-use installation routines
- Fairly compact size
- Prints four pages per minute (slow)
- Very quiet

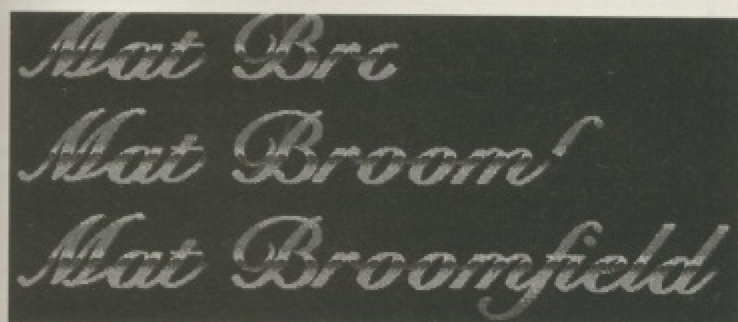
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# Keep on *moving*

**Add style to your video productions with some animated typefaces. Mat Broomfield gets on the move with Kara fonts.**

If you're interested in home video production, and already use a Genlock, Kara fonts could be just the thing to add a little extra polish to your productions. They're sophisticated fonts which move, and there are several sets available. Each set comprises a standard Amiga font and an animated font in the selected style.

The former typeface is a full-colour font which can be loaded and typed through any package which supports colour fonts. The latter provides the user with an entire alphabet, including upper and lower case letters and symbols each stored individually in the anim. brush format.




## ANIMATED FONTS

To create animated words, the text to be animated must first be typed using the normal font. Having transferred this text to a spare screen, it's used as a template when adding the anim. brush letters, a character at a time. The process is quite time-consuming, but is considerably quicker than drawing each frame manually. A number of different palettes are also provided, and these will let the user transform the entire appearance of their animations in seconds, effectively increasing the number of fonts available.

## CONCLUSION

*Kara's* Animated Fonts are a great idea which will save the user hours of time. They're simple and enjoyable to use, and will add a truly professional appearance to any productions, be they on video or on the Amiga.

If you're as concerned about the finishing touches of your creations, as you are about the rest of it, Anim.fonts will ensure that your work starts and ends in real style.

### VERDICT

- Easy to use animated fonts
- Create professional results quickly
- Ideal for video productions

★★★★

### ADDRESS BOOK

Kara Fonts cost £40.82 and are available from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000.

# CONTACTS

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**CU Amiga operate a number of services especially for our readers. So, don't hesitate if you want to drop us a line to air an opinion, or to make a specific enquiry to one of our panel of experts. All are only a post box away.**

## Q+A




Don't let your computer have a micro-migrane. Our technical editor is always ready to give help before you relegate your hardware or software to silicon heaven.

## HELPLINE

Is a pixel punk preventing you from finishing your favourite game? Readers' queries and readers' answers for all those life saving cheats and pokes can be found in the Adventure and Games Helpline pages.

## BACKCHAT




Need to rant and rave, but auntie Gladys won't listen? Don't worry, we'll talk to anyone. So, if you wondering where that ace looking game you read about 10 months ago has got to, or you just want to moan about the price of software, this is the place to do it.

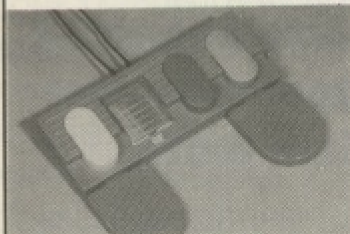
You can access all these sections by writing to us, using the relevant heading, at our address: CU AMIGA, Priory Court, 30-32 Farringdon Rd, London, EC1R 3AU.

## DISKS

Even we suffer from a handful of faulty cover disks, but all is not lost as returned floppies can be replaced by being sent to: CU DISK RETURNS, PC Wise, Merthyr Industrial Park, Pentreebach, Mid Glamorgan. CF48 4DR. An emergency Helpline for disk problems is run between 10.30 and 12.30 weekdays on (0443) 693233.

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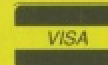
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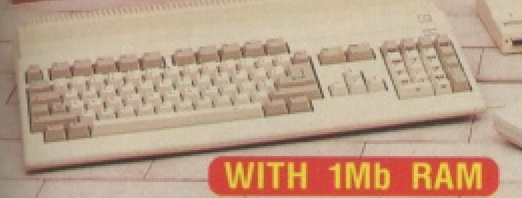

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# Sprites, camera, action!



**If you want to create professional demos or presentations, *The Director II* from Right Answers is the essential accessory. Mat Broomfield rolls 'em...**

## JACK OF ALL TRADES

There are countless packages which can play music and samples, show pictures, replay animations or synchronise sound to motion. *Director II* is one of the few packages which can do all of these functions and a lot more besides. As its title implies, *Director II* choreographs all the different elements which go towards making a successful demo or educational/business presentation. It can replay animations, in whole or part, and it can play tunes saved in the SMUS (Sonix) format. Additionally, it can display screens using a variety of fade and wipe styles and combine areas of one picture with another both statically and as animations. In short, it's a complete demo studio.

## NEARLY BASIC

Commands are issued to *Director II* via a programming language similar to Basic. In fact, many Basic commands are included and the syntax (grammar) is almost identical in some areas. For example, the program supports the use of FOR...NEXT loops, IF...THEN/ELSE statements and many other commands which Basic programmers will recognise.

Some commands have been refined and simplified so that they're easier to use. In many dialects of Basic a FOR...NEXT loop requires a variable to be assigned at the start of the loop (FOR A=6...NEXT A, for instance). *Director II* allows you to abbreviate that to: FOR 6...NEXT. Only the number of repetitions of the loop needs to be specified (six in this case). On occasions where the variable name is required, it can be given.

### ADDRESS BOOK

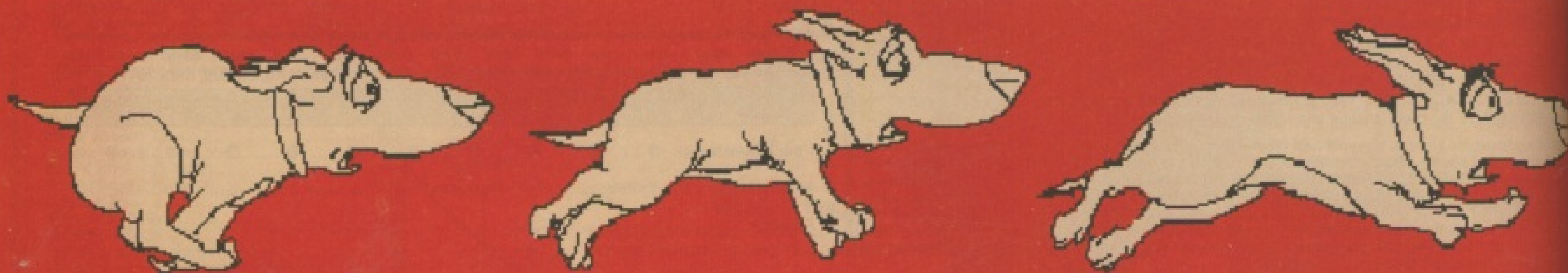
**The Director 2 costs £102.12 and is available from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000.**

## THE HEART OF THE MACHINE

At the heart of the package's abilities are special memory stores called buffers. Buffers are areas in memory into which graphics, sounds, music and fonts can be loaded. It's the way that the program manipulates these buffers that makes it so special, though.

There are two basic types of buffer: the chip buffer and the fast buffer with further sub-divisions according to what's stored in them. Understanding the difference between the two can be crucial when creating effects. The blitter chip is a custom chip inside the Amiga which can move blocks of graphics around the computer's memory extremely quickly, thus making it ideal for animation purposes. However, the blitter can only manipulate graphics stored in chip buffers.

As you've probably guessed, chip buffers store their information in Chip RAM. As this is usually limited to a max-



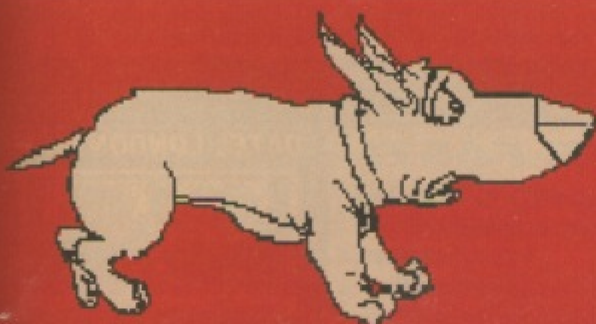


This superb ham animation of a 1950s jukebox uses fades and sprites simultaneously.

imum of 2Mb, even on powerful Amigas, careful management is sometimes required to create an effective program. Fast buffers use Fast RAM (often referred to as expansion RAM) as their store. Information stored in fast buffers can't be acted upon by the blitter unless it's transferred into chip buffers first.



*Below*: This 5 frame page-flip animation of a running hound can be created in less than 10 program lines.





## DICTIONARY

**ANIM** – The standard format for compressed animations. To save memory, programs such as *DPaint* store just the differences between consecutive frames rather than storing an entire screen each time.

**MIDI** – Musical Instrument Digital Interface – The music industry's standard interface for connecting computers to instruments.

**PAGE FLIPPING** – Creating animation by rapidly displaying a sequence of screens.

**SMUS** – Simple Musical Score – This is the earliest attempt to create a standardised format for music scores on the Amiga. Unfortunately, it's very limited in that it doesn't allow effects to be applied to notes (slides, vibrato etc), and triplets/quintuplets and tied notes aren't supported.

**SPRITE** – A user-defined graphic character which has special Amiga hardware assigned to controlling it quickly and efficiently.

## SWAPSIES

This raises another very important concept which is integral to many of *The Director*'s operations: double buffering. Although *The Director II* can manipulate anim. files, there are occasions when the user may prefer to animate by flipping through multiple screens (page-flipping). Alternately, he may only wish to transform part of a screen by printing small graphic characters onto it.

Double buffering allows any of these operations to be carried out with ease. For example, there are occasions when a user may need to print a lot of text on to a screen. It's both time consuming and clumsy if the text was printed character by character, so a duplicate is copied to an invisible buffer. The text is then printed onto this buffer, which is only displayed once all the text is in position, thus making the whole process appear instantaneous and much more professional. Invisible buffers can also be used for image processing purposes, perhaps taking the currently displayed screen and altering its palette to create night-time or negative effects.

## WIPE OUT

*The Director*'s most basic use is for creating slideshows. However, even in this capacity it offers far more options than other construction packages. Using the Wipe, Fade, and Dissolve commands, screens can be made to disintegrate pixel by pixel or even to slide on and off the screen in several directions.

There are various fade modes including one where all colour gradually drains from a screen or smoothly changes from the palette of one screen to that of another.

Slideshows can be designed which either display new screens after a period of time, or respond to user input such as

# Sprites, camera, action!

mouse clicks or key presses to activate screen changes. By extending this principle a little further, full-screen animation can be generated which rapidly displays sequential screens at a rate of up to about 20 per second. Sprites can also be manipulated, offering yet another way to generate animations. Also, these sprites can be moved freely over any screen buffer regardless of whether they are visible.

*Director II* can replay any IFF or SMUS samples, allowing the possibility of adding atmospheric sound effects. Although the package can also replay music modules, it only deals with data stored in the outdated SMUS format. Programs such as *Sonix* and *Deluxe Music Construction Set* are capable of generating these files, but the quality of music is very limited compared to recent software such as *MED*. Having said that, it does allow the execution of CLI commands so there's no reason why you couldn't play a *MED* or *Soundtracker* tune in this manner.

Unfortunately, if you choose to load non-SMUS modules, you'll miss out on one of *Director II*'s most exciting features: audio-visual synchronisation. These are a special series of commands which tell the computer to react each time certain instruments are played. For example, if you load a SMUS score containing a drum, you can tell the computer to play a particular animation each time the drum occurs within the tune.

Incidentally, *Director II* also handles the SMUS MIDI format, so programs can be written which will play any MIDI compatible instruments you may own.

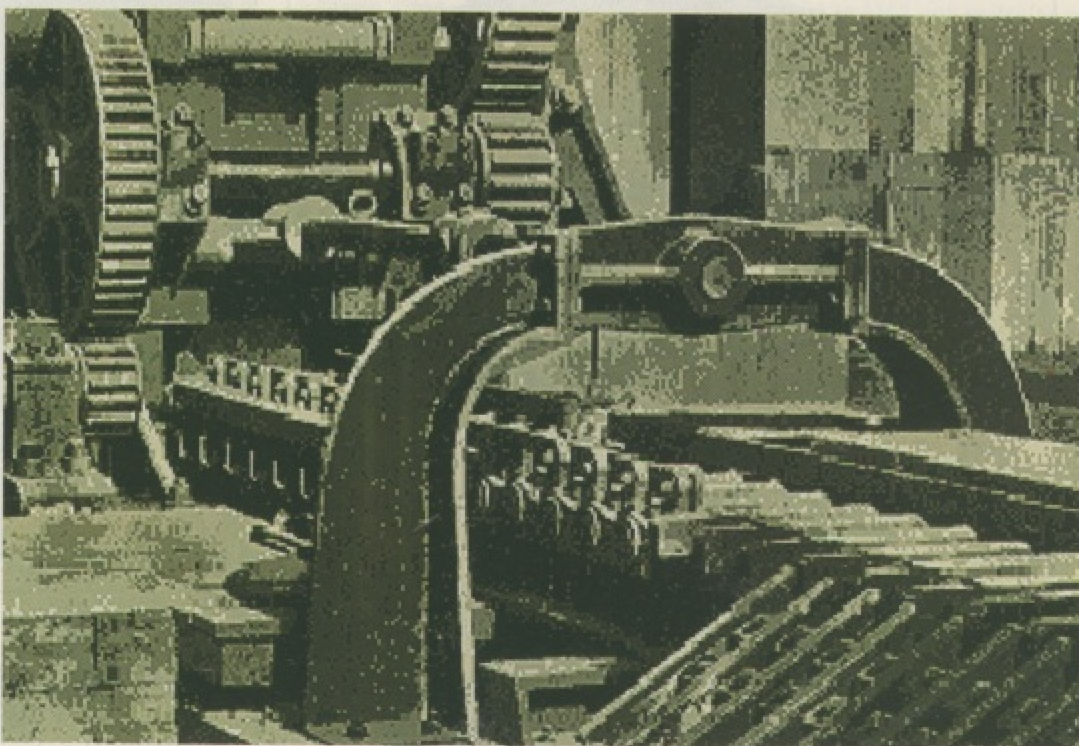
## EASY EDITING

Unlike its predecessor, *Director II* is supplied with its own editing software called *D-Edit* from which you can write, test and run your programs. It's extremely easy to use, and means that you can move from program to the finished result in virtually no time. *D-Edit* resembles a standard text-editor in many ways. It includes cut/paste options and search/replace facilities, however, it also provides direct access to most of the *Director*'s other utilities, including the Library routines. Library routines can be very important when working on a machine with limited memory. They also provide instructions for some of the Wipe animation effects. If a program doesn't require these, they are ignored, thereby saving memory. Additionally, you can also add your own library routines.





With the *Director* it's easy to synchronise motion with particular musical events.



Although quite expensive, *Director II* is a very powerful graphics and sound utility.

## CONCLUSION

*Director II* is an extremely useful tool for linking together many different types of data and turning them into impressive demos. Whilst it's true that you'll have to learn to program, the language is considerably easier to master than the likes of *AMOS Basic*.

It's greatest failing is its inability to directly support *MED* or *Soundtracker*-style scores, which becomes especially irritating when sound-to-graphics synchronisation is required. It's by no means cheap, but it could be the tool that finally allows many people to write their own demos.

## VERDICT

- **Very powerful sound & graphic production language**
- **Allows sound and animation synchronisation**
- **Only supports SMUS music scores**
- **Quick and easy to learn**
- **Quite expensive**

★★★

## SPEEDY SLIDE SHOW

To demonstrate how easy *Director II* is to use, here's a quick slideshow program. The line numbers (1-8) are for reference only and don't form part of the program:

```
1 LOAD 1 "Picture1"   2 LOAD 2 "Picture2"
3 /:start   4 DISPLAY 1   5 PAUSE 10
6 DISPLAY 2   7 PAUSE 10   8 GOTO start
```

The program loads a screen and displays it for one second before loading another screen and displaying that for a second. It then loops around and starts again. Here's how it works:

1 LOAD 1 "Picture1" – This loads a screen called Picture1 into memory buffer

2 LOAD 2 "Picture2" – This loads Picture2 into memory buffer 2.

3 /:start – This is known as a label. It's simply a marker so that you can refer to that part of the program. See line 8.

4 DISPLAY 1 – This displays the contents of buffer 1 (picture1) on the screen.

5 PAUSE 10 – Makes the computer wait for one second before continuing to the next command.

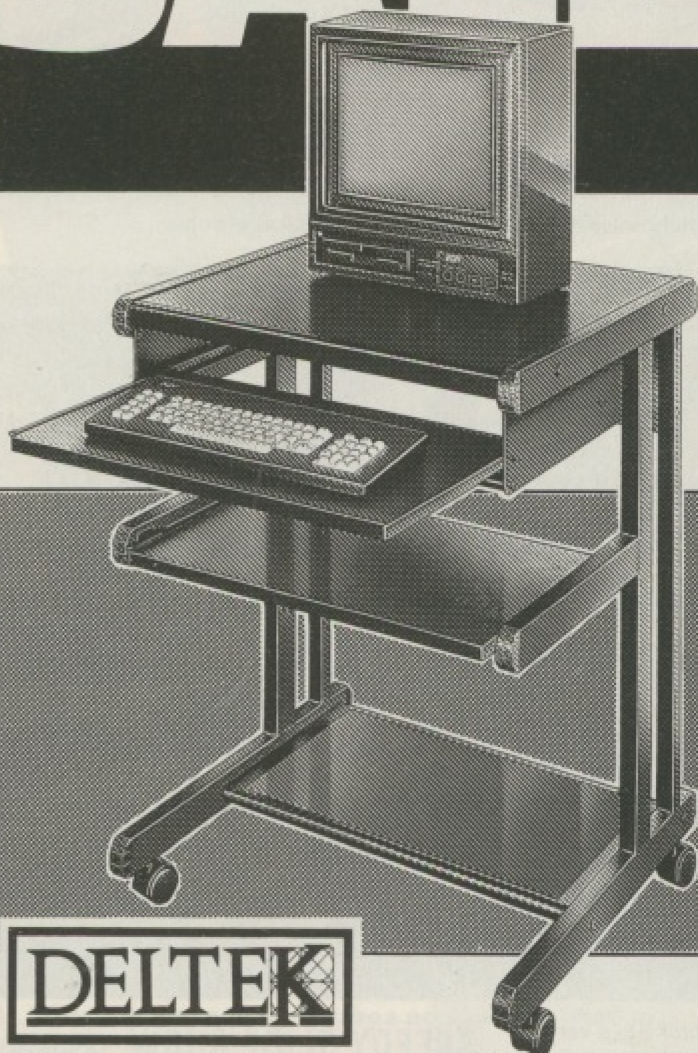
6 DISPLAY 2 – The computer displays the contents of buffer 2 on the screen.

7 PAUSE 10 – Another one second

8 GOTO start – This tells the program to go to the line labelled 'start' and carry on from there.

The above program requires only the most minor adaptations to produce page-flipping animation. If the pauses are reduced to a tenth of a second, for example, the screens would flash past quickly enough to appear to be in motion. Load a few more screens and display those as part of the sequence and there you have it: full-screen animation in less than ten lines of program!

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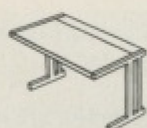
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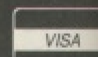
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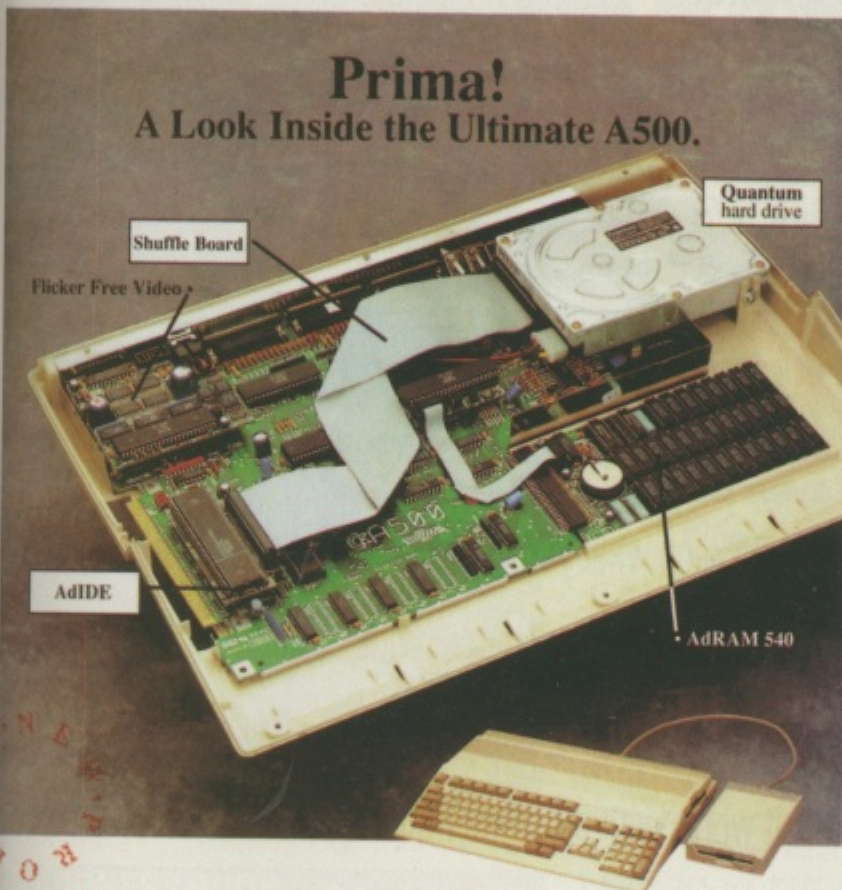
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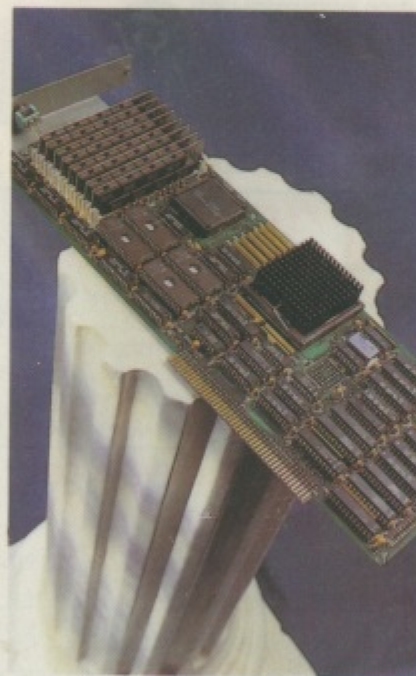


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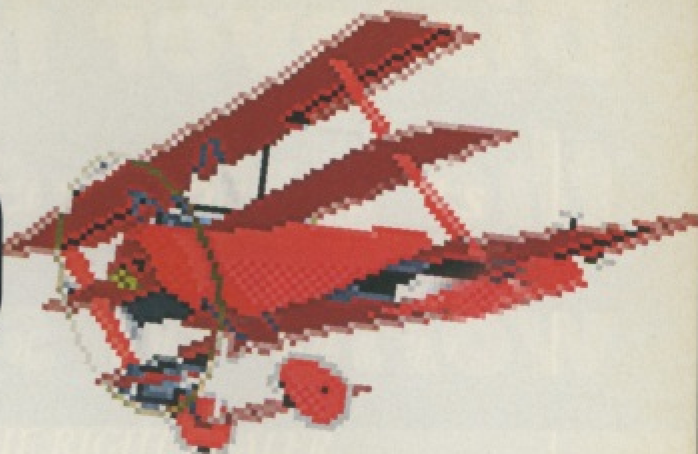
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# Virtual video



**Raster-man, Brian Close, finds a PAL in Videoscape 3D.**




**ADDRESS BOOK** You can find out more about *Videoscape 3D* from Centresoft, Units 2&3, Holford way, Holford, Birmingham, B6 7AX. Tel: 021 356 33 88.

## MEMORY MAN

There's no disputing the fact that animation gobbles up memory – especially when coupled with Ray-tracing. To create animations of any duration using these systems requires either colossal processing power or immense amounts of time.

For users who simply require 3D representations of objects, rather than colour-perfect duplications of them, a package such as *Videoscape 3D* may be the answer. Rather than attempting to calculate the exact shading of every point on an object, it uses greatly simplified pseudo-shading algorithms to generate areas of light and shade. Whilst it's hardly 100% realistic, though, these algorithms result in objects which have visible depth and dimensions, and which are rendered in a fraction of the time needed to generate the Ray-Traced equivalent.

The latest version provides a number of enhancements that add more power to the ageing basic package. The addition of HAM mode support, and new colour codes which add further realism, will doubtless prove to be welcome additions for people who're familiar with the original program.

## SCAPE GOAT

*Videoscape 3D* allows the user to render and animate complex scenes in a fraction of the time it would take using a Ray-Tracing package. However, the resultant image is appropriately less convincing as a representation of 'real' objects. As a presentation or educational tool, *Videoscape 2.0* has some merit, and compared to packages such as *Amos 3D* and the *3D Construction Kit*, it's far more powerful. The animation tools allow 'movies' to be defined fairly quickly, and the addition of hierarchic motion (which specifies the movement of an object relative to its 'parent') makes very complex animation feasible. Perhaps a little expensive at £89.99, *Videoscape* is an interesting and speedy alternative to Ray-Tracing.

### VERDICT

- Powerful 3D modelling tool
- Better than *3D Construction Kit* and *Amos 3D*
- Easy to define animation
- Provides simulated shading

# Step the light fan-dango

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Many artists hate using a mouse. Trojan obviously recognised this because their Light Pen can draw directly onto the screen. Made of smart grey plastic, it measures just under six inches, and has a square cross-section with each side approximately 3/4 of an inch across. It has two fingertip sized buttons mounted close to its tapered end which replace the mouse buttons.

The Light Pen plugs into port two at the back of the Amiga, and co-exists quite happily with the mouse, which can be left in the other port as usual.

Before it can be used, you must run the Light Pen installation software which is supplied on a normal Workbench disk. This can either be auto-booted, or activated from CLI once your other software has loaded.

Just point the pen at the screen, and provided you're within its range (about 7 inches), the on-screen cursor will move wherever you want it to. The button nearest the screen duplicates the left mouse button, with the other one simulating the right button. I found that my index finger naturally rested on the lower button whilst my middle finger sat snugly on the other one.

The Light Pen mimics all the functions of the mouse, but, warn Trojan, it'll only work with programs that use the standard Amiga operating system. Most games and, surprisingly, *D-Paint II* don't, but *D-Paint III* and *IV*, *Music X*, *Pro Page*, *Audio Master II*, and *MED* are just a few of the programs that definitely DO work with the unit.

## KWIK ON THE DRAW

The Light Pen is also supplied with a proprietary art package called *Kwik Draw*. It provides a number of *D-Paint* style options including freehand draw, lines, circles and several other simple tools. Trojan describe *Kwik Draw* as a simple paint/drawing package, but it can still handle all screen formats from sixteen colour right up to 4096 coloured HAM mode.

The pen worked exactly as described, and operated further from the screen than I'd expected. The cursor didn't seem to follow its tip quite as instantly or closely as I'd have liked, and my arm soon became tired holding it up to the screen all the time. Perhaps I'd eventually get used to it, but I was not as happy with the pen as I thought I'd be.

The driver supplied didn't work with an Amiga Plus machine, so it's fair to assume that it's incompatible with 2.0 system ROMs. This would seem to rule it out if you want to use it with new A1500s, A2000s or A3000 computers. Check before you buy.

### VERDICT

- Works perfectly
- More natural than a mouse
- Makes your arm very tired
- Works with most mouse driven programs
- Doesn't work with A500 Plus
- Allows you to use the mouse as well

**ADDRESS BOOK** The Light Pen is available from Trojan Products, Unit 7, Dafen Industrial Estate, Llanelli, Dyfed, SA14 8LX. Tel: 0554 777993.

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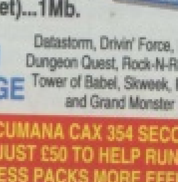


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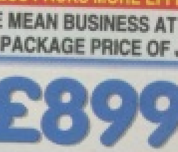
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Get your children off to the right computing start with this software learn and play pack...

**PROF. PLAYS A NEW GAME**
**PROF. LOOKS AT WORDS**
**PROF. MAKES SENTENCES**
**PROF. HUNTS FOR WORDS**

Active, enquiring young minds love seeing the cartoon character called Prof. entertain and teach. Children take charge of Prof. on the computer, active learning. Follows National Curriculum(N.C.).



**MAVIS BEACON TEACHES TYPING**
A "fun" way to learn how to type PROPERLY!

**PRIMARY MATHS COURSE**
Around 24 modules in this course from 3 yrs old right up to secondary level. Follows N.C.



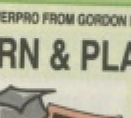
**READING & WRITING COURSE**
24 module course. Teaching from the computer and books. For early starters & the dyslexic.

*Plus...* **10 GREAT GAMES TOO...** Datastorm, Drivin' Force, Pipe Mania, Dungeon Quest, Rock-N-Roll, E-Motion, Tower of Babel, Skweek, RVF Honda, and Grand Monster Slam.

**£99.95** Including VAT

ONLY IF PURCHASED WITH A POWERPLAY OR POWERPRO FROM GORDON HARWOODS.

## HARWOODS LEARN & PLAY




**GCSE/'O' LEVEL PACK B**

GCSE examination level studies on your Amiga computer that's fun!



**MICRO ENGLISH, MICRO FRENCH AND MICRO MATHS**
A set of three complete self-tuition courses to GCSE level which can also be used for revision work. All programs adhere to the National Curriculum and were designed and tested in schools by professional teachers. Micro French includes "real speech" to help your accent!



**PEN PAL - Graphical Word Processor**
A fantastic word processor with all the tools you'll need to create effective written work. Ideal for home work, projects etc. or for the families letters. Text wraps automatically around graphics, even as you type! Includes a built-in database and Forms Manager.



**MAVIS BEACON TEACHES TYPING**
A "fun" way to learn how to type PROPERLY! Learn quickly, easily and with lots of fun! Joystick & Mouse supported with "Guide Hands" on screen to help.



*Plus...* **10 GREAT GAMES TOO...** Datastorm, Drivin' Force, Pipe Mania, Dungeon Quest, Rock-N-Roll, E-Motion, Tower of Babel, Skweek, RVF Honda, and Grand Monster Slam.

**£99.95** Including VAT

ONLY IF PURCHASED WITH A POWERPLAY OR POWERPRO FROM GORDON HARWOODS.

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*If you're thinking about presents why not buy a Harwoods Gift Voucher (all values available).*




Enquiries & Order Line:
# 0773 836781

Finance Facilities Available*
Please phone us for information and your personal application pack.

Access

# GORDON HARWOOD HARWOOD HARWOOD Computers

ALFRETON DERBYSHIRE

***The Closer you look, The Better we look.***

*Finance terms are available (subject to status) for most products: please see our ordering panel at the end of this advert for full details*

# SOUND AND VISION

*Words and Pictures*

# CDTV



## IMAGINE, IF YOU CAN, THE CONCEPT OF A NEW, MORE POWERFUL AMIGA...

...WITH 1 MEGABYTE OF MEMORY, AND A COMPACT DISK DRIVE OF ALMOST INFINITE SIZE. A DISK DRIVE SO VAST, IT CAN STORE HUNDREDS OF MILLIONS OF DIGITS OF DATA. THIS DATA COULD BE, SPEECH, ANIMATED PICTURES, DIGITISED STEREO SOUND, COMPUTER IMAGES OR WHOLE ENCYCLOPAEDIAS.... AND MORE.

*IMAGINE THIS, AND YOU CAN START TO GRASP THE CONCEPT OF CDTV.*

THE INTEGRAL COMPACT DISK DRIVE, IS THE KEY TO THE POWER OF CDTV. ITS STORAGE CAPACITY IS EQUIVALENT TO AROUND A QUARTER OF A MILLION FULL PAGES OF TEXT. THIS WHEN INTEGRATED WITH THE 1 MB OF INTERNAL AMIGA CIRCUITRY, CREATES A SYSTEM, WHICH FROM A CD DISK, CAN GIVE YOU ACCESS TO AN UNIMAGINABLE SPECTRUM OF REAL WORLD IMAGES, NEVER SEEN COMBINED BEFORE. THESE VIVID IMAGES, WITH WORDS AND SOUNDS, GIVE YOU A WHOLE NEW DIMENSION IN HOME EDUCATION, ENTERTAINMENT & INFORMATION TECHNOLOGY. AND... DON'T FORGET, THAT CDTV CAN PLAY IN SUPERB QUALITY, ANY NORMAL AUDIO MUSIC CD, AND IT CAN ALSO PLAY THE NEW CD+G DISKS, WHICH GIVE DIGITAL SOUND AND ON SCREEN GRAPHICS.

ON CD DISKS NOW AVAILABLE, THERE ARE EDUCATIONAL PACKAGES, ENCYCLOPAEDIAS PACKED WITH REFERENCE INFORMATION, STUNNING GAMES, MUSIC SYSTEMS AND MANY OTHER NEW AND VARIED SUBJECTS, INCLUDING WHOLE WORLD ATLASES OR EVEN THE COMPLETE WORKS OF SHAKESPEARE, EACH ON ONE CD DISK!!! **CDTV - NOTHING LESS THAN REVOLUTIONARY**

## FREE CDTV STARTER PACK!!!

**WHEN YOU CHOOSE YOUR CDTV FROM GORDON HARWOOD, NOT ONLY DO YOU GET OUR LEGENDARY SERVICE, BUT WE GIVE YOU A CDTV STARTER PACK, TO GET YOU EXPLORING YOUR NEW WORLD – STRAIGHTAWAY. THIS INCLUDES A SUPERB SELECTION OF CD DISK TITLES INCLUDING THE WELCOME TUTORIAL & HUTCHINSONS ENCYCLOPAEDIA,PLUS... FIVE GAMES, SHERLOCK HOLMES & THE HOUND OF THE BASKERVILLES, SIM CITY, CHAOS IN ANDROMEDA AND THE ACCLAIMED LEMMINGS, WORTH IN TOTAL ALMOST £200.00. IN ADDITION IS THE INFRARED REMOTE CONTROLLER, AND ALL THE HARDWARE NEEDED TO GET YOU CONNECTED.**

## ALL THIS FOR JUST £499.95

CDTV IS THE SAME SIZE AND STYLE AS MOST VIDEO RECORDERS, SO IT CAN SIT UNOBTRUSIVELY ABOVE OR BELOW YOUR HOME TV AND/OR HI-FI. AND WITH ITS INFRARED REMOTE CONTROLLER, IT CAN BE OPERATED FROM YOUR ARMCHAIR. BUT PERHAPS MOST IMPORTANTLY, IF YOU ARE A COMPUTER ENTHUSIAST, REMEMBER THAT INSIDE EVERY CDTV, IS AN AMIGA, JUST WAITING TO BE USED. SO LATER ON, YOU'LL BE ABLE TO BUY THE OPTIONAL KEYBOARD AND DISK DRIVE, TO GET INTO THE WORLD OF AMIGA COMPUTING. PRINTERS, DIGITISERS, GENLOCKS AND OTHER ACCESSORIES,CAN ALL BE CONNECTED TO GIVE ACCESS TO MANY OTHER EXCITING FACILITIES, AND ALSO MANY OF THE EXISTING SOFTWARE PACKAGES AVAILABLE FOR THE AMIGA COMPUTER. NEVER BEFORE HAS THERE BEEN SO MUCH POTENTIAL FROM ONE NEW STUNNING SYSTEM, PACKED WITH

**TODAYS TECHNOLOGY.!**

*CALL IN AND SEE US FOR YOUR PERSONAL DEMONSTRATION, OR PHONE US FOR YOUR FREE DETAILED CDTV INFORMATION PACK.*

# CDTV ACCESSORIES

*DUE TO BE RELEASED SOON - Please call us for latest availability.*

| | | |
|---|---|---|
| CD 1220 KEYBOARD | AN 89 KEY QWERTY KEYBOARD | £49.95 |
| CD 1252 MOUSE | INFRARED MOUSE WITH BATTERY SAVER. | £49.95 |
| CD 1200 TRACKBALL | INFRARED TRACKBALL, WITH THE OPTION OF DIRECT CONNECTION TO EXTEND BATTERY LIFE. DUPLICATES FUNCTIONS OF TWO BUTTON MOUSE AND INCLUDES TWO 9 PIN PORTS FOR STANDARD JOYSTICKS | £79.95 |
| CD 1400 CADDY | FOR HOLDING CD WITHIN DRIVE | £9.95 |
| CD 1401 MEMORY CARD | PERSONAL RAM CARD CONTAINING 64K OF MEMORY FOR STORING DATA OR AS A BOOKMARK FACILITY WITHIN CDTV | £79.95 |
| CD 1405 MEMORY CARD | A LARGER PERSONAL RAM CARD CONTAINING 512K OF MEMORY FOR STORING DATA OR AS A BOOKMARK FACILITY WITHIN CDTV | £249.95 |
| CD 1800 FLOPPY DRIVE | RACK MOUNTABLE FLOPPY DRIVE WITH 880K CAPACITY. CASING ALLOWS ROOM FOR ADDITIONAL HARD DRIVES OR MODEMS ETC. | £99.95 |
| CD 1301 GENLOCK | PAL BASED VIDEO INTERFACE CARD FOR SUPERIMPOSING CDTV IMAGES OVER A VIDEO SIGNAL PROVIDED BY ANY STANDARD VIDEO SOURCE | £149.95 |
| CD 1321 VIDEO CARD | PAL BASED VIDEO INTERFACE CARD TO ALLOW CONNECTION TO TV'S /VIDEOS REQUIRING UHF, S-VIDEO OR COMPOSITE INPUTS. | £TBC |

Many Amiga Accessories & Peripherals (e.g. Printers, Disk Drives, Software etc.) are compatible with CDTV. Please phone us for compatability information.

# HARWOODS AMIGA PRO-GEN




**PROFESSIONAL QUALITY GENLOCK FOR COMPUTER AND VIDEO MIXING, AT A DOWN TO EARTH PRICE!!!**

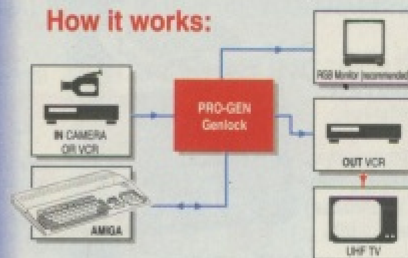
## PRO-GEN Amiga Genlock

The Pro-gen AMIGA Genlock allows you to mix your Amiga display with any PAL video signal whether it is from a VCR, Laserdisk player or a Camcorder. In fact any item of video equipment which outputs a PAL composite video signal.Combined with the Amiga computer the Pro-Gen gives you the facilities of a special effects & video titling suite. Take your own films & give them a professional look by OVERLAYING TITLES or by SUPER IMPOSING YOUR OWN GRAPHICS created in packages like Spectracolor or Deluxe Paint. Pro-Gen is supplied with Oxxi's Spectra-color paint & animation package.

## FREE

In Spectracolor every drawing tool and animation control is at your finger tips - over 50 tools in the fast menu Toolkit, plus point and click access to all 4096 colours, with independent right and left mouse button colours & modes. Add automatic animation generation easy mouse controls for all functions, and the ability to paint with multi-page animated brushes, and you've got a powerful tool for artistic expression. With animation controls this easy it's simple to put your ideas into motion. Forget co-ordinate systems and reference numbers just move objects with the mouse in this intuitive and friendly graphical environment. Spectracolor supports both ANIM & IFF file formats, and all the video modes of the Amiga, including HAM! (Spectracolor requires min. 1Mb. memory)

## How it works:




## STOP PRESS

PRO-GEN... NOW INCLUDES A VERY VERSATILE MULTI COMPONENT VIDEO TO GENLOCK CONNECTING CABLE KIT. THIS ALLOWS PRO-GEN TO BE USED STRAIGHTAWAY WITH MOST POPULAR VIDEO EQUIPMENT, WITHOUT THE NEED TO HUNT DOWN THE CORRECT CONNECTING CABLES. THIS KIT CAN ALSO BE USED TO CONNECT IN OTHER WAYS... eg. VCR TO VCR etc.

A KIT TO START YOU OFF RIGHT FROM THE MOMENT YOU OPEN THE BOX!!!

**PRO-GEN & Spectracolor ONLY £129.95**

### Mode Switch-box for Genlocks

Features Include
- -Compatible With The Pro-Gen And Rendale 8802
- -Supplied With Genlock Extender Cable Worth £9.95
- -Switch-box Switches Between Foreground, Background, Video And Computer Modes.

**£29.95**

**Finance terms are available (subject to status) for most products; please see our ordering panel at the end of this advert for full details*

# AMIGA STORAGE DEVICES

**Commodore A590 20Mb HD**

Features Include
- ☆ Connects to sidecar bus on left hand side of Amiga A500
- ☆ Autoboots with Kickstart 1.3
- ☆ Sockets For Up to 2 Mb of RAM
- ☆ DMA Access
- ☆ External SCSI Port
- ☆ Complete With Power Supply

A590 Hard Disk Including 512K RAM Only **£299.95**

A590 Hard Disk Including 1 Mb. RAM Only **£319.95**

A590 Hard Disk Including 2 Mb. RAM Only **£349.95**




**Cumana CAX354 3.5" External 2nd Disk Drive.**
- ☆ Features Include
- ☆ Long connecting cable
- ☆ 1Mb, (880K Formatted) Capacity
- ☆ Enable/Disable Switch,
- ☆ Throughport
- ☆ Access Light
- ☆ Compatible with Amiga 500/1000/1500/2000/3000 and CDTV

**£57.95**

**SUPRA 500XP 52-105Mb HARD DISK DRIVE WITH MEMORY EXPANSION UP TO 8Mb.**

Features Include:
- ☆ Capacities of 52/80/105Mb available
- ☆ Connects to sidecar bus on L/H side of Amiga A500
- ☆ Autoboots with Kickstart 1.3, boot enable/disable switch
- ☆ Sockets for up to 8 Mb of FASTRAM with enable/disable switch
- ☆ Autoboots With Kickstart 1.3
- ☆ SCSI Port & Amiga bus pass thru allows other devices to be connected
- ☆ Includes Express Copy hard drive Back-up Software
- ☆ The 52 Mb version powered by your Amiga (High Current Power Supply is only optional). *High Current Power Supply is required for 80Mb. and 105 Mb versions.

Only... **£49.95**

SUPRA PRICES

| RAM SIZE | STORAGE CAPACITY 52Mb. | 80Mb. | 105Mb. |
|---|---|---|---|
| 1Mb. | £479.95 | *£539.95 | *£629.95 |
| 2Mb. | £499.95 | *£569.95 | *£649.95 |
| 4Mb. | £699.95 | *£749.95 | *£849.95 |
| 8Mb. | £899.95 | *949.95 | *1049.95 |

*Please don't forget to add the cost of Power Supply when calculating price of 80/105Mb. drives*

## EDUCATION SOFTWARE

**DON'T JUST PLAY GAMES WHEN YOU CAN LEARN WITH YOUR AMIGA TOO!**

| | |
|---|---|
| **PRIMARY MATHS COURSE** - Ages 3 to 12, Complete 24 Programme Course. | £21.95 |
| **BETTER MATHS** - Ages 12 to 16, Higher level to Linear & Quadratic Equations. | £21.95 |
| **MICRO MATHS** - 24 easy to use programs for GCSE ('O' Level) revision or self tuition | £21.95 |
| **MEGA MATHS** - A 9 level step by step tuition course. For mature beginners, 'A' Level studies & Micro Maths users | £21.95 |
| **MICRO FRENCH** - GCSE French tuition or revision course. Covers both spoken & written French | £21.95 |
| **MICRO ENGLISH** - A complete programe of self-tuition up to GCSE standard | £21.95 |
| **THE THREE BEARS** - Ages 5 -10, Develops imaginative thought/reading skills. | £22.95 |
| **SPELL BOOK** - Ages 4 to 6, Developed with the help of a Primary School Head Teacher to aid spelling skills. | £17.95 |
| **PLAY AND READ** - Ages 4 to 9, The complete reading tutor. Part 2 teaches spelling to the beginner at reading. | £18.95 |

## AMIGA PERIPHERAL PACKS

**TWO GREAT PACKAGES THAT SAVE YOU MORE MONEY!**

These two packs are aimed at the user who needs to get a great deal from his Amiga. A superb quality monitor, the PHILIPS CM8833/II has been put with your choice of either the CITIZEN SWIFT9 or the CITIZEN SWIFT 24 printer. You choose, but whichever combination you have the price has been designed to SAVE YOU MONEY. Buying together will save you £££'s!

**PERIPHERAL PACK 1-CM8833/II + Citizen Swift 9**

Only... **£469.95** With a FREE PEN PAL worth £79.95

**PERIPHERAL PACK 2 -CM8833 + Citizen Swift 24E**

Only... **£569.95** With a FREE PEN PAL worth £79.95

# AMIGA SOFTWARE

**Music-X:** The ultimate software for professional MIDI sequencing. The software includes a configurable librarian and a synthesiser patch editor. All you need to recreate a song can be recalled from one performance file including sequences, MIDI routing, sync setup, keyboard maps & synthesiser or drum machine patch libraries. **NEW LOW PRICES - £54.95 or just £74.95 with midi-interface!**

**MIDI INTERFACE (5 Port):** In, Out, Through plus 2 switchable thru'/out. Includes cable. £24.95

**AMOS:** AMOS allows you to access the power of the Amiga with ease. 500 different commands make AMOS a sophisticated development language. The AMOS animation language allows you to create complex animation sequences. 300 page manual and over 80 example programs £49.95

**Amos Add on Modules: (BOTH require Amos prog.)**
**Amos Compiler** **Amos 3D**

BUY ALL THREE AMOS PROGRAMS FOR JUST **£89.95**

**SuperBase 4:** Most powerful database available for the Amiga.Combines the ease of use of Super-Base 2 with a versatile programming language so that you can tailor your data to your own specific needs for club/business/library records etc. £229.95

**Lattice C:** An ideal tool for the C programmer whether experienced or a novice. The best way to create applications for the Amiga.Fully supports Motorola chipset. Nearly 300 functions optimised to help the user write the tightest possible code. Includes screen editor. Most Amiga C books are based around lattice. (Requires either 2 floppy drives OR a hard disk drive) £199.95

**Deluxe Paint IV:** Latest version of the Amigas first, and still the best, paint and animation package, now including HAM mode. (1 Mb. minimum memory or more recommended) £79.95

**Vidi, The Complete Colour Solution:** Vidi with RGB Splitter, Frame Grabber & Digitiser. Grabs moving colour video into 16 grey scale frames (up to 16 frames in 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second! Requires home VCR or video camera for grabbing. Requires video camera or VCR with perfect pause for digitising. Now comes with Spectracolor FREE!!! £179.95

**MASTERSOUND:** High quality "mono" sampler (best for sampling instruments etc.) £36.95

*THE ABOVE IS JUST A SMALL SAMPLE FROM OUR EXTENSIVE RANGE OF THOUSANDS OF SERIOUS, EDUCATION AND RECREATION TITLES.WE CAN'T LIST THEM ALL HERE SO PLEASE CALL US IF YOU CAN'T SEE THE PROGRAM YOU REQUIRE, IT'S PROBABLY IN STOCK!*

**Pen Pal** V.1.3

**WORD PROCESSOR/DATABASE**

With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can! "It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..
**Amiga World, July '90**




**£79.95**

*PEN PAL Vers 1.3 WITH 512K Amiga RAM Expansion only...£99.95!*

*Finance terms are available (subject to status) for most products; please see our ordering panel at the end of this advert for full details*

*If you're thinking about presents why not buy a Harwoods Gift Voucher (all values available).*






Enquiries & Order Line:

**0773 836781**

Finance Facilities Available*

Please phone us for information and your personal application pack.

**GORDON HARWOOD HARWOOD HARWOOD Computers**

ALFRETON DERBYSHIRE

***The Closer you look, The Better we look.***

# MONITORS & MONITOR TV's

**Harwoods stock a complete range of both Monitors & Monitor TV's to give you your perfect solution to the type of display to buy.**



## PHILIPS CM8833/II
Stereo High Resolution Colour Monitor

**NOW WITH FREE...F19 STEALTH FIGHTER!!!**

The ever popular 14-inch Philips CM 8833 MkII, is the most versatile multipurpose colour monitor available. Its versatility means you not only get excellent colour graphics & text performance with a wide range of personal computers, but when connected to a VCR or optional tuner, you get an amazing 600 pixel TV picture. It's this 600 pixel resolution, that makes the 8833 essential for the serious user who wants to use his computer for text based applications. With the 8833 MkII, Harwoods give you the complete set up, to get you going straight away... Monitor, RGB picture and Stereo Audio Cables, Tailored dust cover, a full 12 Months on site service warranty, and inclusive of a FREE Superb F19 Stealth Fighter Game!!!

☆RGB/AD, TTL, Composite, Video & stereo audio inputs  Can be used as a TV with VCR or Tuner  Also as a Video Camera display monitor  Retractable stand
☆Twin Stereo Speakers  Headphone Jack Socket  FREE lead for your computer  FREE 12 Month on site service warranty.

**THE MOST VERSATILE STEREO COLOUR MONITOR AVAILABLE** **£249.95**

**CBM 1084S STEREO COLOUR MONITOR.** Commodore's Own Stereo High Resolution Colour Monitor with... RGB/AI/TTL, Composite. Video/Audio Inputs  Can be used as TV with VCR or tuner.  Twin Speakers for stereo output  Supplied with cables for A500, CGA PC,\C16-64-128. **£269.95**

**PHILIPS TV TUNER.** ALLOWS ANY MONITOR WITH COMPOSITE VIDEO & AUDIO INPUTS TO BE USED AS A TELEVISION. SUPPLIED COMPLETE WITH AERIAL FOR USE INDOORS ALSO HAS STD EXTERNAL AERIAL SOCKET AND COMPATIBLE WITH MOST MONITORS INC. PHILIPS CM8833 MK I & II, CBM 1081/4, & 1900/1/2. **£79.95**

*It's important to remember that most TV Monitors, are still first and foremost televisions, meaning that their average 400 pixel tube display 50% lower resolution than a monitor) cannot be guaranteed to display 80 column text clearly without risking eye strain. If choosing a Television Monitor ensure it has the latest 2000 character tube capability, meaning it can handle the Amigas' 80 characters, by 25 line output clearly.*

**NEW!!! PHILIPS 15" TELETEXT REMOTE CONTROL 40 CHANNEL MONITOR TV.** BRAND NEW SUPERB DEFINITION PHILIPS MONITOR TV. IDEAL FOR AMIGA OR CDTV USERS, GIVING FOR THE FIRST TIME TRUE MONITOR QUALITY FROM A FULL FEATURE TELETEXT TV AT AN AFFORDABLE PRICE!!!. JUST LOOK AT THE FEATURES...  Direct Scart Connector for Amiga, CDTV, VCR OR SATELLITE RECEIVER  RGB/AD, Composite Video & audio inputs  FULL TELETEXT FACILITIES (FOR THIS FACILITY EXTERNAL AERIAL SHOULD BE USED)  Headphone Jack Socket  FULL TWO YEAR GUARANTEE
☆2000 CHARACTER HIGH DEFINITION FST TUBE  SUPPLIED WITH LOOP AERIAL  REMOTE CONTROL
☆FREE lead for YOUR computer

ONLY... **£279.95**

*IF YOU WOULD LIKE THE MONITOR TV IN OUR PACKS 2, 3, POWERPRO OR WITH ONE OF OUR PERIPHERAL PACKS TO REPLACE THE 8833, PLEASE SIMPLY ADD £20.00 AND STATE YOUR PREFERENCE WHEN ORDERING.*

# AMIGA ACCESSORIES

**KCS POWERBOARD IBM PC EMULATOR** ☆Hercules, CGA & Monochrome Video Support, Supports Both 3.5 Inch & 5.25 Inch Diskettes, Fits Into A501 RAM Slot, 8088 XT Processor, Clock/Calendar Included, Acts As 512K RAM Exp. When In Amiga Mode, Includes MS-DOS 4.01, Shell & GW-BASIC, Supports A590 Hard Drive, Mouse Driver Software Included. **£219.95**

## MEMORY EXPANSIONS

**HARWOODS PRO-RAMPACK** **£29.95**
512K Memory Expansion for Amiga A500 series that simply plugs in! Fully compatible, On/Off switch and real time battery backed clock.

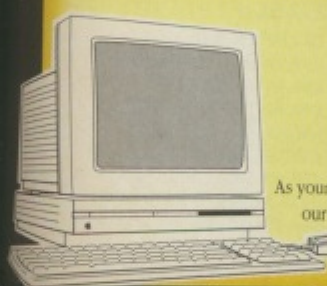
**SUPRARAM RX 500 (512K to 8Mb. RAM Expansion)**
The RAM expansion giving massive memory WITHOUT dismantling your Amiga, thus avoiding the possibility of invalidating your warranty. Easily connects to sidecar with bus 'pass-through' for HD's etc.

| | | | |
|---|---|---|---|
| 512K RAM Version | £129.95 | 4Mb. RAM Version | £329.95 |
| 2Mb. RAM Version | £199.95 | 8Mb. RAM Version | £549.95 |

**NAKSHA MICROSWITCHED MOUSE** **£24.95**
**GOLDEN IMAGE OPTICAL MOUSE** **£32.95**
**COMPETITION PRO JOYSTICK 5000 Black** **£7.95**
**ZIPSTICK JOYSTICK** **£12.95**
**COMPETITION PRO STAR JOYSTICK** **£14.95**
The ONLY joystick to obtain a 100% rating from a magazine review!
**3.5" DISK HEAD CLEANER** **£2.99**



**BLANK DISKS with labels**
10 Genuine Commodore 3.5" branded — Only £9.95
10 Unbranded with library case 3.5" certified — Only £7.95
200 Unbranded 3.5" certified — Only £72.50



# Apple™ in Alfreton...

For the professional user, Gordon Harwood provides the outstanding Apple™ Macintosh™ range of computers.
These superb systems are available surprisingly competitive prices
...starting at under £1000
As your quality assured Apple™ Authorised Dealer, systems are available through our showrooms only. Please visit us for your personal introduction to this exceptional range of friendly yet powerful graphical computers.

Gordon Harwood Computers



Authorised Dealer

*Apple, the Apple logo, Macintosh and Classic are trademarks of Apple Computer, Inc. All other trademarks are acknowledged.*

# Easy Ordering

Before you choose from whom to purchase, please phone us. We are always happy to discuss your requirements, and answer any queries you may have...

**ORDER BY PHONE:** Phone our Order Hotline with your Access, Visa, Mastercard or Lombard Creditcharge Card quoting number & expiry date (most Dixons, Currys, NASCR and other 'store' cards are Lombard Creditcharge and are accepted by us).

**ORDER BY POST:** Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal/business cheques take 7days to clear from day of receipt whereupon your order will be despatched). Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

**FREE POSTAL DELIVERY:** FREE within 14 working days, UK Mainland only, OR: **COURIER SERVICE.** Add £5.95 per major item for next working day delivery, UK Mainland most regions.

**EXPORT ORDERS:** Most items are available at TAX FREE PRICES to non UK residents when visiting /export shipment. Please contact us for ordering information.

**REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...**

**TECHNICAL SUPPORT:** You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.
**12 MONTH WARRANTY:** Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE.
**COLLECTION FACILITY:** Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only) and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!
**FULL TESTING PROCEDURE:** All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

*REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...*

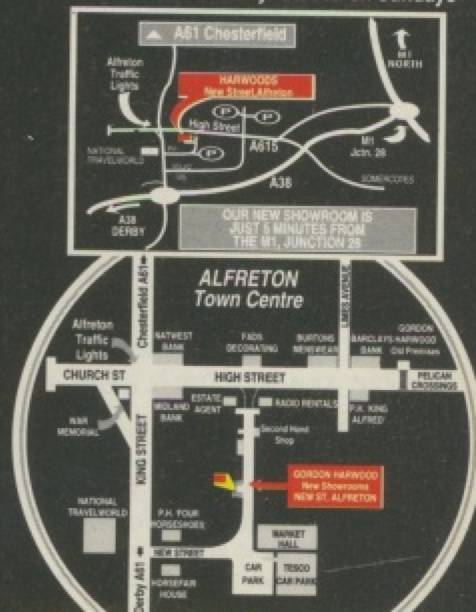
***All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. E&OE.***

***FINANCE FACILITIES...*** tailored to suit your needs. Written details on request. Gordon Harwood Computers offer facilities to purchase using our budget account scheme. APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status. Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British forces personnel. Showroom visitors, please ask for details of our in-store "Instant Account". Written quotations on request.
If you are already the holder of a Lombard Credit Charge Card you can use this to purchase from us (subject to your personal card limit)

***VISIT OUR SPACIOUS SHOWROOM:***
**Please pay us a visit where our full range of advertised products, at the SAME COMPETITIVE PRICES, & MORE, is on sale. 'ALL UNDER ONE ROOF', in pleasant surroundings at our purpose built showroom *(See note below map)*. There's plenty of FREE parking close by.**

*If you're thinking about presents why not buy a Harwoods Gift Voucher (all values available).*

***OPENING TIMES:** 9.00 until 5.00 Monday to Saturday*
*9.00 until 1.00 Wednesday. Closed on Sundays*




**Whilst we always have specialised systems on permanent display, should you require a 'special' specific product demonstration we will be happy to oblige. Just phone us in advance to make the necessary arrangements.**

# GORDON HARWOOD Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT CUA/G2, NEW STREET,
ALFRETON, DERBYSHIRE. DE5 7BP
TEL: 0773 836781  FAX: 0773 831040

BEST BUY

# CARTOON CLASSICS

AMIGA PLUS

- A500+ KEYBOARD
- BUILT-IN DISK DRIVE
- * 1 MEG RAM
- MOUSE
- TV MODULATOR
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| A590 56meg UPGRADE KIT | £199.99* |
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*Unformatted sizes

## MAJOR PRICE DROP

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Superb new Amiga & Amiga Plus compatible hard drives, with power unit, & sockets for upto 8 megs of ram. Fast NEC drives fitted.

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## EXTERNAL DRIVES.

Compatible with all Amigas & CDTV

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| CUMANA 51/4" DRIVE | £109.99 |

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Use your Monitor as a tv. Works with ***MULTISYNC MONITORS TOO.*** Compatible with Philips 8833, Commodore 1084s, AOC, NEC 3D, & most true Multisync monitors (superb picture via RGB). Built-in speaker.

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## SUPER FI - 2 OUR NEW STEREO SYSTEM.

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At last, a 'real' stereo speaker system for your Amiga, Nicam vcr/tuner, keyboard, satellite receiver or personal stereo. Blows other 'toy-like' tinny sounding systems into the weeds. Expensive appearance - wouldn't look out of place in any lounge. Complete with connecting leads.

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# AMIGA SUPERMARKET

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Orders under 2Kg - add only £3.50 for 1st class post. Eg software, books, disk drives, leads, accessories.
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## SELECTED SOFTWARE

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| PEN PAL | £54.99 | HOME A/CS 2 | £49.99 |
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| WORDWORTH | £89.99 | PIXMATE | £34.99 |
| G D OFFICE | £99.99 | PAGESETTER | £49.99 |
| EXCELLENCE | £56.99 | DAY BY DAY | £25.99 |
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| CAN DO 1.5 | £79.99 | SEQUENCER 1+ | £119.99 |
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| DELUXE PAINT 4 | £69.99 | | |
| AMOS | £34.99 | | |
| AMOS 3D | £29.99 | | |
| AUDITION 4 | £39.99 | | |
| AUDIOMASTER 4 | £54.99 | | |

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THE ONLY BUYER'S GUIDE WORTH READING. . . .

# blue pages

**Feeling** blue need no longer mean being down in the dumps, as CU presents no less than thirty-two pages of buyer's information, reviews, tutorials, charts, and the low-down on the Amiga scene in general. So, get ready to look, absorb and, more importantly... learn.

**Page 196** sees the start of our comprehensive **Buyer's Guide,** with sixty 'serious' products taken apart for your delectation... It's a merry **Xmas** to you all on **page 209**. ...Next up we have our **Q&A** service on **page 210,** which sets out to answer all your many printer, hard disk and general Amiga enquiries and ALWAYS succeeds... In keeping with our aim to solve your many problems, **Contacts** can be found on **page 218 217** while **Helpline** opens its doors on **page 218** with valuable info on all those hard-to-beat games...For a lighter look at the Amiga scene, **Inside Info** can be found on **page 220** and is, as usual, stuffed with charts, lists and trivia....

*blue pages*

# buyers guide

**Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...**

## ACTION REPLAY II

***Datel Electronics***

**0782 744707 £59.95/£69.95**

(A500/A1500)

Programming the Amiga can sometimes be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as *Devpac 2* or *Argasm* but your problems don't stop there. With Action Replay II you can now examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load almost any game and examine other programmer's code, look through memory, and save graphic images, play and save *Soundtracker* modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. Warning! Action Replay II only works with machines with less than four megabytes of memory.

★★★★★

## AMIGA GENITIZER

***Datel Electronics***

**0782 744707 £129.99**

Using art packages like *Deluxe Paint IV* or *Photon Paint* can be a bit tricky for some people using the mouse. Now these unhappy Amiga artists can stop pulling their hair out because the Genitizer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a *Deluxe Paint* template for easy use.

★★★★

## AMIGA REPAIRS

***FMG***

**0733 391234 £57.45**

If you've had a fault with your Amiga in the past you will know how much it costs to repair. FMG is the National Repair Centre for Commodore so the work that's carried out on your machine is the best you will find.

★★★

## AMOS

***Europress Software***

**0625 859444 £49.99**

There are a fair number of BASIC programming languages on the Amiga but nothing to top AMOS. The icon-driven interface and concise screen display make it a pleasure to work with. AMOS incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars like in the *Turrican II* (Rainbow Arts) and *James Pond* (Millennium) games, and a *Soundtracker/Noisetracker* player. Some useful utilities are included with *AMOS* for editing sprites, pictures and animations. *AMOS* runs at such a fast speed that you can produce quality home-grown games.

★★★★

## AMOS 3D

***Europress Software***

**0625 859444 £34.99**

Almost every Amiga owner has seen solid-3D Vector images at some time, either in a Red Sector demo or games like *Thunderhawk* (*Core Design*) and *Jimmy White's Whirlwind Snooker* (*Virgin Games*). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. *AMOS 3D* is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon driven and supplied with a comprehensive manual. *AMOS 3D* was written by *Voodoo Software*, the folks behind a 3D game for Electronic Zoo called *Xiphos*.

★★★

## AMOS COMPILER

***Europress Software* 0625 859444 £29.99**

For those who are not sure what a compiler does, it's very simple. Honest! After writing your blockbuster on *AMOS* you now have the option of converting it into stand-alone machine code using the compiler. Once you have compiled your game it now reacts just like a normal game and you can start it from the CLI without loading *AMOS*. The only problem is it may run too quick to play, so you will have to incorporate some routines to slow your game down. Definitely worth a look!

★★★★

## AMNUTS VIDEO VIEWER

***Licenceware***

**PD**

NEW

Young Steven Spielbergs amongst you will be delighted with this useful PD package that creates scrolling titles using any Amiga fonts. A variety of text wipes and colour fades can be achieved and it's great value.

★★★★

## AUDITION 4

***HB Marketing/Sunrise***

***0753 686000* £49.95**

NEW

Sampling has become very popular recently and *Audition 4* is a brilliant addition to the stable.Containing most of its rivals options the most notable enhancements are the five options under the special menu that can improve the tonal quality of a sample. Unwanted high frequences can be removed with Smooth and volume can be boosted without distortion with Maximise.Totaly clean results are as easily obtainable as those with more umph. The ability to sample straight to disk and its speed makes it top of the sampling list.

★★★★★

## BARS AND PIPES PRO

***Precision Software***

**081 330 7166 £225**

This has been the best MIDI package.around for the last few years. The functions in the new Pro version have been upgraded. With an optional internal sound program, you can use the standard Paula sound chip of your machine.

★★★

## BOOKS

***Abacus***

**021 706 1188 £various**

The manual that comes with your Amiga is pretty difficult to understand and doesn't go

into too much depth. Abacus publishes a complete range of books for beginners and advanced programmers alike. Each book is well presented and includes good descriptions, working examples and an optional disk including all the program listings. Ever-expanding range includes Amiga for Beginners, Amiga Basic, Amiga DOS, Making Music and Amiga Machine Language. Check your local book store and ask for the complete list.
★★★★★

## CD-ROM DRIVE
***Commodore***
**0628 770088 £TBA**
New kid on the block, CDTV, has been available for some months now. As more and more software emerges, owners of the standard Amiga can only sit back and watch. Commodore is planning to shortly release an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350.
★★★

## COLOURPIC
***JCL Business Systems***
**0892 75791 £399**
For a professional real-time full colour digitiser the ColourPic is probably the best and also the most inexpensive. Blessed with the ability to save files in all graphics modes, making it the perfect tool for any kind of work. For an extra £100, JCL will include a quality genlock to merge graphics on real-time video. !
★★★★

## DELUXE PAINT IV
***Electronic Arts*** **0753 549442**
**£89.99**
Since the beginning of time there has always been *Deluxe Paint.* Only just out on the streets, *Deluxe Paint* IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image, Anti-aliasing to remove all those jagged edges, metamorph from one object to another and colour mixing to find that perfect shade. If that wasn't enough, you now have access to the famous, and very gorgeous, HAM graphics mode with all 4096 colours to use at the same time. With all these functions and the ability to switch between screen modes, this becomes the best art package on the market today. So, if you're just starting out or already an experienced graphic artist *Deluxe Paint IV* should be on your Xmas shopping list. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.
★★★★★

## DESKBENCH
***17 Bit Software*** **PD**
NEW
A very unusual, but highly under-rated utility.Deskbench has been around in one form or another for months, but this souped up version has a host of extra facilities. It allows the user to define icons which execute scripts or sequences of commands and also form a neat and tidy 'desktop'. So if you're looking to tidy up your Workbench screens and cut some tedious corners this will help you no end.
★★★★★

## DIGI-VIEW GOLD
***NewTek*** **0753 686000 £149.95**
Can digitise images in any of the Amiga screen modes, even hi-res with an amazing 4096-colours. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in *Deluxe Paint.* Very easy to use, just plug it in and away you go.
★★★★★

## EXTERNAL FLOPPY DISK DRIVE
***Evesham Micros*** **0386 765500**
**£51.99**
Evesham Micros has the perfect device for Amiga owners who don't require any special frills from their drives. Just plug it in and away you go.
★★★★

## FUN SCHOOL 3
***Europress Software***
**(0625 859444) £24.99**
Teaches young children the principles of letters, numbers, colours, shapes and action words through the use of six learning programs which automatically adjust to your child's abilities. Fun School 4 has just been released.
★★★★

## IMPACT SERIES 2
***GVP*** **£ 599 /105meg**
An incredibly fast hard drive (35 times faster than a floppy) that's been specificaly designed for the Amiga. It fits nicely into the expansion port at the side of the machine. However a metal shield has to be inserted before hand to prevent interfearence from the drive and bad instillation will kill your Amiga.
★★★★

## JOYSTICK TESTER
***Konix*** **£14.95**
Has your joystick made that last great move? Is the fire button feeling a bit flat? Konix has produced what must be the most remarkable product featured in these pages. Although the Joystick Tester is aimed primarily for computer shops, it works perfectly and saves time.
★★★

## KCS POWER PC
***Bitcon Devices*** **091 490 1919**
**£234.99**
Much the same as the ATonce-Amiga except the KCS card plugs in under the machine through the trap door. When not in PC mode you can use the card as a memory expansion. The KCS only supports Monochrome, Hercules and CGA. EGA and VGA will follow. Supplied with MS-DOS 4.01 and GW Basic.
★★★

## MASTER SOUND
***Microdeal*** **0726 68020**
**£39.95**
If, after looking through all the Public Domain lists of *Soundtracker* music and dissecting hundreds of tunes you still cannot find that perfect sound, the only thing to do is sample them yourself! *Using Master Sound* there are no limits to the achievable sounds. That racing game you're designing could sure benefit from some, meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Only the foolhardy will attempt to capture real thunder, though. Simply record these sounds onto tape, play them into your Amiga via *Master Sound,* then load *Noise Tracker* or *Quartet* and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. *Master Sound* is supplied with a cartridge for sampling and editor software to modify, merge and save your samples.
★★★

## MIDI INTERFACE
***Evesham Micros*** **0386 765500**
**£19.95**
For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying cheap, you never know, after a couple of days you might hate it!
★★★

## MUSIC X
***Software Business*** **0480 496497 - £50/£99 (Junior/Full)**
Professional MIDI software almost the same as *Bars and Pipes* but not as friendly. Icon-driven with up to 250-track recorder. Hasn't the ability to use the standard sound chip. *Music X*

## PD OR NOT TO PD
**You'll notice that a lot of the utilities featured here are available from the PD circuit and at a fraction of the cost of full-price software. More than any other computer, the Amiga has a vibrant PD scene with countless thousands of disks on offer. Sifting through all the programs on offer would be an impossible task, so CU offers a round up of all the best disks released every month. Check out our PD Utilities column on page 133.**

*Junior* also available with a cut-down version with fewer features.
★★★

## NOISE TRACKER
***Any PD Library* Around £2**
Your Amiga is well suited to playing sampled noises, the problem is to combine and string the samples together to make music. With the aid of *Noise Tracker* you can load up to 32 samples into memory and simply play them using keys on the Amiga. You're even able to put a few bars together, just click on an icon and the machine will remember which notes you have played. When you've finished simply play them back with just a click of the mouse button. If it sounds a bit rough at first you can always do fine alterations. After completing a few bars you can rearrange them if necessary and listen to your final composition.
★★

## PAINTJET
***Hewlet Packard* £999**
NEW
High cost colour printer that prints out at 180 dots per inch. Despite its high resolution it can't cpoe with solid blocks of colour and strangely enough appears grainy.Its quiet printing does not compensate for the over all poor quality of pictures it produces so spend your money elsewhere.
★

## PC880B POWER DRIVE
***Power Computing***
**0234 843388 £65**
Now that almost every title available on the Amiga requires an average of three disks, it's about time you upgraded your system by adding two or more drives. *The Power Drive* is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.
★★★★★

## PEN PAL
***Gordon Harwood Computers***
**0773 836781 £79.95**
Much the same as Wordworth really. Pen Pal has a 100,000 word dictionary, spell-checker and can input graphics into files. Would-be Shakespeare's can simultaneously edit up to four pages. Well-presented 250-page manual and easy to use. Database software included in the price. Mat positively raved about this one when he reviewed it a couple of issues ago.
★★★★★

## PERSONAL FINANCE MANAGER
***MichTron/Microdeal***
**0726 68020 • £29.95**
A very easy to use package that allows you to be in complete control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner. With a 30 day full money back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.
★

## PRIMA HARD DRIVE
***Power Computing***
**0253 734218 £499**
Another internal hard drive from ICD. This one fits in place of the floppy disk drive, a shuffleboard is used to relocate the external drive to (DF0:). Available in 42Mb and 105Mb versions.
★★

## PROPER GRAMMAR
***Gordon Harwood Computers***
**0773 836781 £69.95**
Having difficulties mastering the complex sentence structures of our great language? *Proper Grammar* checks every word within a text document to see if you've made any tedious mistakes. Although the software is great at spotting spelling errors, its dictionary is rather limited and very American. However, there's a user dictionary which stores your personal words and phrases. Needs external drive and one megabyte of RAM and it's slow!
★★

## PRO-RAM PLUS
***Datel Electronics* 0782 744707**
**£24.99/£34.99 (with battery backup)**
Normal half-megabyte memory upgrades only extend your computer's FAST memory, Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade.
★★★

## PRO SAMPLER STUDIO II+DATEL JAMMER
***Datel Electronics* 0782 744707**
**£69.99**
As the Amiga is a stereo machine you should be able to digitally record stereo sounds, Pro Sampler is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.
★★★★

## QUARTET
***Microdeal* 0726 68020 £49.95**
Basically the same as *Noisetracker* or *Soundtracker* with a few extra options, including sound editor for changing samples and use of an external keyboard.
★★★

## RAM MASTER II
***Datel Electronics* 0782 744707**
**£99.99**
Some application software requires about two megabytes of RAM to perform properly, Ram Master has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. Installing the upgrade invalidates the warranty of your machine.
★★★

## REAL 3D
***Alternative Image* 0533 440041 £299**
One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photo-realistic imagery is here. Real 3D consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated with a small external program.
★★★★★

## REFERENCE HARD DRIVE
***Evesham Micros* 0386 765500**
**£299/£449**
The price of hard drives is continuously decreasing, at Evesham Micros they have just released the Reference Hard Drive. Either 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades. Supplied with Mr Backup Pro to backup your hard drive to floppy disks or a tape streamer.
★★★

## ROCGEN GENLOCK
***Evesham Micros* 0386 765500**
**£114.99**
Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software develop-

### THE ART OF NOISE
**Anybody can produce a chart-topping sampled dance track these days, and Amiga users have a head start! All you'll need is a sampler cartridge (for around £50) and a fantastically free PD program called Noise Tracker. If you've got a MIDI-compatible music keyboard, you could control the beast from the comfort of your computer via some special software like Music X (two versions available for £50 and £100).**

**PIRATES BEWARE**

**It might have escaped your notice, but copying commercially-available software for third parties is a criminal offense. So, if you're tempted to sell copies of your new game or program to a friend, don't!**

ers this enables them to watch videos whilst working.
★★★

## SEIKOSHA PRINTERS
*Silica Systems* 081 309 1111
£see text
Silica offers a wide range of printers for the Amiga with a £117 starting price for a 9-pin machine capable of 192cps (draft) and 48cps (NLQ). Also available is a Notebook 24-pin dot matrix model for £431 running at 144cps (draft) and 60cps (LQ). All printers are sold with a free starter kit including a 1.8 metre cable, 200 sheets of paper, 100 sticky labels and a disk containing the correct drivers.
★★★

## SOUND ENHANCER
*Omega Projects* 0925 763946
£34.99
NEW
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## STAR LC-200
*Star Micronics* 0895 252131
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The LC-200 colour printer enables you to output Deluxe Paint and Photon Paint pictures onto paper in true colour. Using a four colour ribbon, the LC-200 is able to reproduce almost any colour. Available with 9-pin or 24-pin print head.
★★★★

## SUPERBASE 4 PRO
*Precision Software* 081 330 7166 £120
Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your auntie's and uncles. *Superbase 4 Pro* is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy to use program with good screen output on both monitor and TV.
★★★★

## SUPRA MODEM 2400/9600
*Surface UK* 081 566 6677
£149/£499
Zapping around the world over the phone line is fun thanks to a growing number of bulletin boards. As a result, Public Domain software is becoming easier to obtain. Simply plug the modem into your computer and phone line. The supplied K-Comm software will quickly get you up and running. Available from Surface UK are the Supra Modem range – including 300-, 2400- and now 9600-baud modems (higher the baud number, quicker the data transfer, lesser the phone bill).
★★★★

## TOUCH TYPIST
*Sector Software* 0772 452414
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NEW
A handy package that comprises 402 lessons from simple letter by letter typing right up to abstract key combinations. Lots of little touches like a certificate you can fill in when you have completed the course make this agreat value pack for only £14 pounds.
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## TRACK DISPLAY DRIVE
*Evesham Micros* 0386 765500
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If you wish to keep an eye on what your disk is doing while it's hidden inside the drive, Evesham has come to the rescue with a drive that has a useful LED display on the front panel that informs you of which track the drive is currently reading. This can help you find tracks on a disk that are faulty or protected.
★★★

## VIDEO DIGITISER II
*Datel Electronics* 0782 744707
£89.99
Capturing video images on the Amiga is now a very easy task. With *Digitiser II* you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, RGB, then digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into Deluxe Paint. The RGB Splitter costs an extra £79.99, but it's worth every penny.
★★★

## VISTA PRO
*HB Marketing* 0753 686000
£79.99
Creating a realistic-looking landscape inside your machine has never been easier. Vista Pro is probably the best and most friendly to use fractal generator running on an Amiga. As soon as you load it up you're ready to start your job of Land Supervisor. The manual is very easy to follow and well presented but there is no real need to read it as the program is fully icon controlled. Rendering your final map is a bit sluggish but the finished image is well worth waiting for. *Vista Pro* will accept a 24-bit graphics adaptor without any problems.
★★★★★

## WORDWORTH
*Digita International* 0395 270273 £129.99
Word processing on the Amiga has been becoming more and more professional over the last couple of years. Wordworth allows you to incorporate Deluxe Paint pictures into your files and will layout your text around the image. Being totally icon-driven you shouldn't have any problems. A spell checker and thesaurus are included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length.
★★

## ZY-FI
*Evesham Micros* 0386 765500
£39.95
If you are still listening to your Amiga's amazing sound through your old TV set then it's about time you experienced true stereo sound. Supplied with it's own power supply, ZY-FI plugs direct into the Amiga's sound ports and amplifies the sound through the supplied speakers.
★★★★

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**CU Amiga operate a number of services especially for our readers. So, don't hesitate if you want to drop us a line to air an opinion, or to make a specific enquiry to one of our panel of experts. All are only a post box away.**

## Q+A



Don't let your computer have a micro-migrane. Our technical editor is always ready to give help before you relegate your hard or software to silicon heaven.

## HELPLINE

Is a pixel punk preventing you from finishing your favourite game. Readers queries and readers answers for all those life saving cheats and pokes can be found in the Adventure and Games Helpline pages.

## BACKCHAT




Need to rant and rave, but auntie Gladys won't listen? Don't worry we'll talk to anyone. So if you wondering where that ace looking game you read about 10 months ago has got to or you just want to moan about the price of software, this is the place to do it.

You can access all these sections by writing to us, using the relevant heading, at our address: CU AMIGA, Priory Court, 30-32 Farringdon Rd, London, EC1R 3AU.

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| RATINGS | |
|---|---|
| ★★★★★ | supreme |
| ★★★★ | excellent |
| ★★★ | good |
| ★★ | fair |
| ★ | dodgy |

### ALIEN BREED
***Team 17*** **£24.99 Shoot'em-up**
Similar in play style to *Gauntlet* but enhanced by exceptional audio video delivery. Inspired by the imaginative Ridley Scott movie. Requires one megabyte of memory.
★★★★

### AMNIOS
***Psygnosis*** **£25.99 Shoot'em-up**
Playable eight-way scrolling shooter utilising ideas pioneered by classic arcade games like *Asteroids* and *Defender*. Weird and wonderful backdrops and sprites.
★★★

### ARMOUR-GEDDON
***Psygnosis*** **£25.99 Arcade Simulation**
Chance to drive or fly six different types of vehicle in a futuristic fusion of simulation, strategy and shoot'em-up. Full marks go to Psygnosis for this first foray into the genre. Scores over the cult classic *Carrier Command* from Realtime Games/Rainbird.
★★★★

### BARBARIAN II
***Psygnosis*** **£25.99 Arcade** Adventure
Hegor the Horrible is back in a hacker slasher which, unfortunately, doesn't live up to the *Shadow of the Beast* style of presentation.
★★

### BATTLE COMMAND
***Ocean*** **£24.99 Arcade Simulation**
Blend of sci-fi shoot 'em-up and strategy from Realtime Games of *Carrier Command* fame. Advanced 3D graphics and a plethora of missions.
★★★

### BIRDS OF PREY
***Electronic Arts*** **£34.99 Flight Simulation**
NEW
Featuring dozens of planes including the hi-tech B-2 Stealth Bomber, Boeing 747 and the Hercules transport craft and based around an East West conflict, *Birds of Prey* is one of the finest flight sims ever. Some of the more manoeuverable planes are a little hard to control, but the game incorporates a useful auto pilot system that will fly you to the various missions before you take over. Great.
★★★★★

### BLUES BROTHERS
***Titus*** **£25.99 Platform**
Fans of the cult '70s film will really get a kick out of this game. Sparkling sprite animation of the two main characters come complete with a crazy backdrop full of traps and unexpected bonuses.
★★★★

### CADAVER
***Imageworks*** **£24.99 Arcade Adventure**
Pays homage to the outstanding isometric-3D games produced by Ultimate in the Golden Age of Arcade Adventures. The Bitmap Brothers pack the five levels with quality puzzles and graphics. If only they'd added a bit more action, too.
★★★

### CAPTIVE
***Mindscape*** **£24.99 Role Playing Game**
Veteran programmer Tony Crowther's '*Dungeon Master* in space' has an almost infinite number of levels and a sometimes bewildering array of collectible gadgetry.
★★★★

### CENTURION: DEFENDER OF ROME
***Electronic Arts*** **£24.99 Arcade Strategy**
The creative force behind the legendary *Defender of the Crown* turns his attention to the Roman Empire. Command legionnaires on the battlefield, construct a fleet of boats, catch a gladiator show, and try to seduce Cleopatra. Carry on, gamers!
★★★

### CHAMPION OF THE RAJ
***Mirrorsoft*** **£25.99 Arcade Strategy**
Catch the laughable Captain Pugwash animation in Level 9's answer to those Cinemaware 'Interactive Movies' like *Defender of the Crown* and It Came from the Desert. Somewhere along the line that whole affair falls flat... about 23 seconds after inserting the disk, in fact.
★

### CHUCK ROCK
***Core Design*** **£24.99 Platform**
Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!
★★★★

### CRUISE FOR A CORPSE
***Delphine/US Gold*** **£25.99 Adventure**
Gripping stuff from the Parisian software company. Agatha Christie style murder mystery using the Cinematique system. Full of French flair, especially the black and white 'flashback' sequences.
★★★★

### DOUBLE DRAGON 3
***Storm*** **£24.99 Beat 'em up**
NEW
Eagerly awaited instalment in the series. An accurate conversion of the coin-op that adds nothing new to the previous games in the style department. However, there is a slight twist to the plot and a few puzzles are included in an attempt at jazzing up the old tale, but its all been seen before. Fans might like it.
★★★

### DEUTEROS
***Activision*** **£25.99 Strategy**
Space opera about as interesting as playing with a number-crunching spreadsheet. Still, some people out there will get a kick out of this follow-up to *Millennium 2.2...*
★★

### DUNGEON MASTER
***FTL/Mirrorsoft*** **£29.99 Role Playing Game**
One of the most popular computer games of all time. It's your party of adventurers and you'll fight monsters if you want to. Excellent blend of playabillity, lastability and atmosphere. Downside? Looks a little dated in comparison to more modern games like *Eye of the Beholder* (SSI/US Gold) and *Captive* (Mindscape). *Chaos Strikes Back* (FTL/Mirrorsoft) also uses the *Dungeon Master* game engine. Requires one megabyte of memory.
★★★★

### EPIC
***Ocean*** **£25.99 Space Flight Sim**
NEW
*Wing Commander* on the Amigat. After years of delay DID have delivered a masterpiece of 3D space combat warfare. Protect the Federation fleet on its perilous journey through space and engage enemy fighters or embark upon eight seperate missions. A long time coming, but worth the delay. *Epic 2* is in production.
★★★★★

### EYE OF THE BEHOLDER
***SSI/US Gold*** **£29:99 Role Playing Game**
A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.
★★★★★

### F-15 STRIKE EAGLE II
***Microprose*** **£34.99 Simulation**
Another in the long-line of quality flight-sims from

Microprose. Fly hundreds of missions in six warzones around the world, including the Persian Gulf, Vietnam and Central Europe. Probably the best ever Amiga flight-sim… until the next one takes off!
★★★★★

## F-29 RETALIATOR

**_Ocean_ £24.99 • Simulation**
More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcorn-based developer Digital Image Design is currently working on *Robocop 3* and *Epic*, Ocean's answer to the award-winning *Wing Commander.*
★★★★

## FIRST SAMURAI

**_Imageworks_ £24.99 Arcade**
People behind such classics as *Cybernoid* and *Last Ninja* have produced a very playable romp. Plenty of beat'em-up action and horizontally-scrolling landscape to explore. Beautiful sprites and backdrops coupled with unusual orchestral sound effects. A cut above the rest.
★★★★★

## FLAMES OF FREEDOM

**_Microprose_ £34.99 Arcade Strategy**
Even after all these years, *Lords of Midnight* programmer Mike Singleton can still cut it. *Midwinter II* is a technically awesome 3D adventure with 22 different forms of transport, over 1,000 intelligent characters, dozens of useable weapons and the equivalent of 1,000,000 square miles of terrain to explore. The nearest a computer game has ever come to a James Bond movie.
★★★★★

## FLIGHT OF THE INTRUDER

**_Spectrum Holobyte/Mirrorsoft_ £34.99 Simulation**
Superior 'game-of-the-novel', based around the exploits of American carrier aircraft jocks during the Vietnam war Not bad stuff.
★★★★

## GODS

**_Renegade/Mindscape_ £24.95 Platform**
Another corker of a game from the prolific Bitmap Brothers. Highly impressive graphics complemented by a wide range of multi-layered sound effects and samples. Utilises a novel system which makes the computer-controlled opponents respond intelligently to the actions of the player.
★★★★

## GRAND PRIX

**_Microprose_ £34.99 Drive 'em-up**
More hot racing action from author of the award-winning *Stunt Car Racer.* Realistic, fast-moving and excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't dire of taking these Formula One buggies out for a spin.
★★★★★

## GREAT GIANA SISTERS

**_Rainbow Arts_ £N/A Platform**
Just to be trendy, here is the ultimate underground hit. Nintendo forced this game out of punters reach because of its likeness to the mega-successful Super Mario Bros series. Praise indeed, pity the game is no longer available on the open-market.
★★★★

## HEAD OVER HEELS

**_Ocean_ £7.99 Arcade Adventure**
This transfer of the old Spectrum game has been well worth the wait. Primitive graphics and sound but phenomenal gameplay. Hopefully, this could pave the way for adaptions of some of other eight-bit classics like *Aliens, Delta, Forbidden Forest, Lode Runner, Lords of Midnight, Park Patrol, Pastfinder, Raid on Bungling Bay, Thrust,* and so on.
★★★★★

## HEIMDALL

**_Core Design_ £30.99 Arcade Adventure**
Graphics easily up to the standard of *Dragon's Lair* complemented by really meaty gameplay, too.The ultimate in arcade adventures… brilliant!
★★★★★

## HUDSON HAWK

**_Ocean_ £24.99 Platform**
This Bruce Willis 'action comedy' may have bombed at the box office, but Ocean has managed to produce one of the better movie licenses of late. Basic game style never really changes but *Hudson Hawk* isn't dull so who gives a stuff?
★★★

## KING'S QUEST V

**_Sierra On-Line_ £40.85 Adventure**
Yet another example of the classy fantasy graphic adventures coming over from our American cousins. Attractive to both novice and master. What about that price, though?
★★★★

## IK+

**_System 3_ £9.99 Beat'em-up**
Definitive example of the genre from maverick programmer Archer Maclean. Looks and sounds like a Bruce Lee martial arts movie, incorporating frantic combat and a great sense of humour. Dramatic sampled sounds and super smooth animation of head-butt, face slap and gut punch moves make the game virtually unbeatable. Are you a karate kid?
★★★★★

## KNIGHTS OF THE SKY

**_Microprose_ £35.99 Flight Sim**
NEW
Taking the flight sim world back down to the basics. No radar guided missiles or electronic HUD displays here just 105 horse power engines and a machine gun that's prone to jamming! Fly or die for Britain or Germany in a bi or tri plane set in WW1. Probably the fastest sim to date. Even when there's lots going on the ground detail and pace are still retained.
★★★★

## LAST NINJA III

**_System 3_ £25.99 Arcade Adventure**
Will this martial arts saga ever finish? Concept is looking very long in the tooth though the execution is bang up-to-date. This could possibly the best beat'em-up for avid explorers.
★★★★

## LEANDER

**_Psygnosis_ £24.99 Platform**
Head and shoulders above most other platform games, Leander smacks of those Japanese console games currently in vogue. Easily the most playable game from the Psygnosis stable but even this can become a little repetitive. Recommended.
★★★★

## LEMMINGS

**_Psygnosis_ £24.99 Arcade Puzzle**
Take command of the wackiest collection of misdirected death-wish rodents ever seen your screen. Click on a series of icons to make your cute little *Lemmings* perform potentially life-saving skills like digging tunnels, climbing, building bridges, and so on. One of those games that will grab you until you've completed it. Psygnosis and DMA Design are promising extra level disks and a brand-new sequel.
★★★★★

## LIFE AND DEATH

**_Software Toolworks/Mindscape_ • £30.99 • Simulation**
Unique game where you can become a surgeon in charge of some unlucky patients with gut ache! If only the operations could stretch beyond the stomach…
★★

## LORD OF THE RINGS

**_Interplay/Electronic Arts_ £25.99 Role Playing Game**
Fabulous interpretation of Tolkien's masterwork with point 'n' click icon interface and a series of graphic and text screens to push the fantasy story forward into the 20th centuary.
★★★

## LOTUS ESPRIT TURBO CHALLENGE

**_Gremlin_ £24.99 Drive 'em-up**
Gremlin's surprise hit of the year! The race game has a similar look and feel to the C64 classic *Pitstop II* from Epyx. Features 20 competing cars, 32 cruel courses, precious pitstops and capital controls. Ultra fast, ultra fun split-screen racing action for one or two players.
★★★★

## LOTUS TURBO CHALLENGE II

***Gremlin* £25.99 Drive 'em-up**

Eagerly-awaited sequel brings eight new stages and improved graphics. Like Sega's Radmobile coin-op, *Lotus 2* also includes fancy weather effects like rain, snow and, most impressive of all, fog. In addition, four players can simultaneously compete courtesy of an ingenious link-up option. Some players have complained about the feel of this one, so try both games before you decide.

★★★★

## MAGIC POCKETS

***Renegade/Mindscape* £25.99 Platform**

Overrated release which proves even the Bitmap Brothers can get it wrong. Customary excellence in graphics and sound let down by unrewarding play.

★★

## MANCHESTER UNITED EUROPE

***Krisalis* £25.99 Sport**

Popular soccer game recently updated for the new international season. Features four-player option when used with special joystick adaptor. Arcade and management modes to suit everybody.

★★★★

## MEGALOMANIA

***Imageworks* £30.99 Arcade Strategy**

Skillfully crafted action wargame with some super sampled sound effects and speech. Make your moves and watch hordes of little men run around the screen killing each other. The boys at Sensible Software have done players proud with a witty interpretation of the genre.

★★★★★

## MICROPROSE GOLF

***Microprose* £34.99 Sports Sim**

NEW

Very strong contender for the golfing sim crown previously held by PGA. Fantastic scenery and an easy to use style of play. Different tournaments, courses and up to 72 holes to play around. You can play back your shots whenever you like and there are up to ten camera angles that twist and turn in and out following your ball during play. Better than the rest and avoids annoying disk swapping.

★★★★★

## PACMANIA

***Grandslam* £N/A Arcade**

Perhaps the finest moment for the cult video game character. *Pacmania* is an old but competent conversion of the colourful Namco coin-op. Every bit of your screen is filled with pseudo-3D mazes occupied by nasty ghosties out to get our hungry hero. Excellent choice for younger players. ★★★

## PANG

***Ocean* £24.99 Arcade Puzzle**

Lashings of addictive playability and loveable laughs. Even better when played with a friend.

★★★

## PGA TOUR GOLF

***Electronic Arts* £24.99 Sport**

Compete against sixty PGA Tour Pros in four-round tournament play. *PGA Tour Golf* has three authentic courses (Sawgrass, Avenel and PGA West) and a bonus fantasy course. Play against one to four human or computer opponents and see your best shots again via the Instant Replay. There are plenty of golf games available on the Amiga, but none of them come close to this classic.

★★★★★

## POPULOUS 2

***Bullfrog/EA* £29.99 Strategy**

One of the best games ever released. No kidding. Basically the same play principle as Populous, only everything has been improved to perfection. Try to become more powerful than Zeus by defeating a series of Greek Gods and mythological creatures. State-of-the-art gameplay and presentation. You simply cannot be without this game in your collection. There are two versions, owners of one megabyte machines are treated to even better graphics and sound.

★★★★★

## POWERMONGER

***Electronic Arts* £29.99 Strategy**

From Bullfrog, the team that brought us *Populous*, this is another startling example of how original games can be created by designers who care. Life as a warlord is tough but immense fun. Spy on your enemies, bribe the meek and send in your troops to attack. Get the peasants to make food or invent something useful like agricultural machinery or destructive weapons. More of a 'real-world' simulation than Populous, with an incredible 3D representation of rivers, hills, settlements, people and battles which can be zoomed and rotated at will.

★★★★★

## PRINCE OF PERSIA

***Broderbund/Domark* £24.99 Platform**

Arabian swordplay and hijinks with delicious sprite animation. Looks good, sounds good and jolly well does you good. Hey Broderbund, what about a sequel?

★★★★★

## PRO TENNIS TOUR 2

***Ubisoft* £24.99 Sport**

Who needs Wimbledon when you can have the 'real-thing' all year round?

★★★★

## RAILROAD TYCOON

***Microprose* £29.99 Strategy**

Build yourself a railroad empire in North America or Europe during the heyday of locomotion. Each territory has its own economy, products and resources. Players must choose the right train engine and rolling stock for the job and keep the equipment up-to-date. Newspaper headlines keep you informed of events which could bring in new opportunities for budding tycoons. Typical Sid Meier release with an exhausting amount of depth.

★★★★

## RBI BASEBALL 2

***Tengen/Domark* £25.99 Sport**

Addictive simulation that hits all the bases. Perhaps other software houses should take note of how to expertly adapt a Nintendo video game to the Amiga.

★★★★

## RICK DANGEROUS II

***Microprose* £24.99 Platform**

Rick is ready to greedily soak up your free-time. Beware, the game can be very frustrating to play at times.

★★★

## RISE OF THE DRAGON

***Dynamix/Sierra Online* £39.99 Graphic Adventure**

Above average release inspired by Ridley Scott's Blade Runner cyberpunk film. No typing involved and it sports some lush location graphics and animations. Plenty of disk-swapping for those of us without a hard disk.

★★★

## ROBIN HOOD

***Millennium/US Gold* £25.99 Strategy Adventure**

Kevin Costner and Bryan Adams have made huge amounts of cash out of our legendary hero, so why shouldn't us Brits grab a slice of the pie? *Robin Hood* is an epic game, pleasing to both the eyes and ears.

★★★

## ROBOCOD

***Millennium* £24.99 Platform**

Sequel to *James Pond Secret Agent* is a real scorcher. Fantastic combination of humour, platform play and cute graphics. How can one lonely programmer produce a game of such calibre?

★★★★★

## ROBOCOP 3

***Ocean* £25.99 Arcade Adventure**

NEW

An original format that breaks the usual mold of film licences. You can take the role of Robocop in this 3D environment and play the arcade sections for instant action or follow the course of the full movie adventure. Great use is made of different camera angles and the 3D animated sections keep the story moving along in a stylish cinematic manner. However game-play is limited and the long-lasting appeal is questionable.

★★★★

## RODLAND

*Storm* £25.99 Platform

One of the most playable games to hit the Amiga in a long time. This Jaleco coin-op has been cleverly brought to life without losing any of the original appeal.

★★★★

## SECRET OF MONKEY ISLAND

*Lucasfilm Games/US Gold* £25.99 Adventure

There's not much you can teach the George Lucas team about creating top-quality interactive entertainment. *The Secret of Monkey Island* is superb in every respect: gorgeous graphics, seducing sounds and heaps of humour. This swashbuckling pirate adventure has absolutely no typing involved and incorporates a terrific use of dialogue. Requires one megabyte of memory.

★★★★★

## SHADOW OF THE BEAST 2

*Psygnosis* £34.95 Platform

Ridiculously difficult gameplay, most impressive graphics and ever so overpriced. What else can we say? Oh yeah, Shadow of the Beast 3 will be here soon.

★★

## SILENT SERVICE II

*Microprose* £34.99 Strategy

Accurate submarine simulation set in the Pacific during the Second World War which could do with a dose of excitement.

★★★

## SIMCITY

*Maxis/Infogrames* £29.99 Strategy

Influential urban planning simulation which looks slightly tired against the recent batch of god games. Now sold with EA's Populous. SimCity 2 should be here next year.

★★★★

## SIMPSONS - BART VS. THE SPACE MUTANTS

*Ocean* £24.95 Arcade

Shameful lack of imagination! This copy of the Acclaim Nintendo video game isn't going to impress anybody. Somebody convert the Konami coin-op, please!

★

## SPEEDBALL II

*Imageworks* £24.99 Sport

Based on the cult '70s movie, Rollerball, this game is easily the best Bitmap Brothers release thus far. Skillful mix of beat'em-up and a futuristic adaptation of American Football. Possibly the last word in sports games, but we're willing to be proved wrong.

★★★★★

## SPINDIZZY WORLDS

*Activision* £24.99 Arcade Puzzle

Marble Madness was one of the first games to be released on the Amiga, although we had to wait four years for the real thing. Fascinating game design.

★★★★

## STAR CONTROL

*Accolade* £24.95 Shoot'em-up

This one had the crew at EMAP Towers hogging the Amiga when it first came out. Sort of like Asteroids for the 90's with some spiffy sound samples from TV shows of bygone years. Requires one megabyte of memory.

★★

## STUNT CAR RACER

*Microprose* £24.99 Drive 'em-up

Inventive and irresistible crash 'n smash race game with realistic suspension and handling of the hot-rod cars. Geoff Crammond, the brains behind Revs and Sentinel, produced some fast solid-3D graphics for the narrow suspended raceways. Grand Prix is his new attempt to simulate Formula One warfare. Stunt Car Racer is due to be re-released on budget.

★★★★★

## SWITCHBLADE II

*Gremlin* £24.99 Platform

Finally, a platform slice 'em up which gives those pesky Japanese console video games a run for their money. *Switchblade II* is set across six enormous levels with over 600 screens of tense, claustrophobic challenges. There are plenty of power-ups to collect and a huge variety of uglies to blast to smithereens. Hack-tastic, mate!

★★★★

## SWIV

*Storm* £24.99 Shoot'em-up

Kind of like a sequel to the durable *Silkworm*. Vertically-scrolling shoot 'em up which pits your craft against all manner of alien fighters. Continuous loading during the game means there's always something to shoot at. Why can't all Amiga games be this smart?

★★★★★

## TERMINATOR 2

*Ocean/Acclaim* £25.99 Arcade

Smash movie hit of 1991 should make a cracking good game, right? What there is is well done but lacking in originality. Definitely not all it could be.

★★

## THEIR FINEST HOUR: THE BATTLE OF BRITAIN

*Lucasfilm Games/US Gold* £24.99 Simulation

Thrilling and historically accurate air combat simulation set during the crucial summer months of 1940. Players have the choice of flying eight famous planes including the Supermarine Spitfire, Junkers 87 Stuka and Messerschmitt 109. Lots of special features like a mission editor and replay camera with VCR controls. Supplied with exemplary manual.

★★★★★

## THUNDERHAWK

*Core Design* £30.99 Arcade Simulation

Near future chopper capers geared towards total action. A mix of slick 3D polygonal graphics and simple easy-to-use controls. There's no better helicopter sim on the Amiga at present. Another best-seller for Core Design.

★★★★★

## TOKI

*Ocean* £24.95 Platform

Qualified conversion of the strange coin-op starring a monkey in the leading role. Marvellous bright backdrops and surreal sprites. The basic gameplay isn't that varied.

★★★

## ULTIMA VI

*Origin/Mindscape* £30.99 Role Playing Game

Every Ultima is a masterpiece in its own right. Nuff said, mate? Savage Empire and Martian Dreams use the Ultima VI game engine and are now on their way.

★★★★★

## UTOPIA

*Gremlin* £29.99 Strategy

Despite a similar look to *Populous*, this is really *SimCity* in space. Can you construct the perfect place to live? Every game presents a new challenge. Possibly Gremlin's best game ever!

★★★★★

## VIZ

*Virgin Games* £19.95 Sport

A far better game than everybody was expecting. Adult fun which should annoy any of your prudish friends or relations. Players have the choice of playing Biffa Bacon, Johnny Fartpants or Buster Gonad in a race around the streets of Fulchester. Watch out for cameo appearances by The Fat Slags, Big Vern and Spoilt Bastard. Roger Mellie provides the live commentary. Fans of the comic will love it.

★★★

## WARHEAD

*Activision* £24.99 Arcade Strategy

Within the next fifty years Earth will be attacked by horrible insect-like aliens from a nearby star system. The survivors send you, their last hope, to prevent total destruction of the human race. Challenging space simulator with accurate flight dynamics and forty progressively tough missions to conquer. Listen out for the Gary Numan-esque soundtrack during the intro sequence.

★★★★

## XENON 2: MEGABLAST

*Mirror Image* £9.99 Shoot'em-up

Bold Bomb the Bass soundtrack and silky Bitmap Brothers graphics. Journey through five stages of evolution blasting everything that moves (or doesn't). An essential buy at a value-for-money price. A benchmark shoot 'em up that has utilised every adjective in the English language for praise.

★★★★



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# Merry Xmas and A HAPPY NEW YEAR

## The staff of CU Amiga wish all of its readers and advertisers a very merry Xmas and a prosperous New Year

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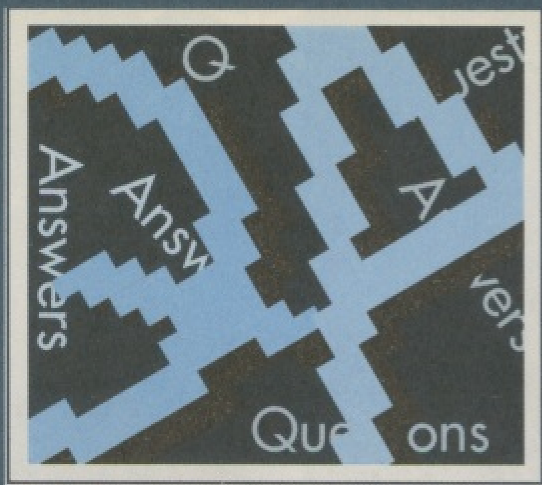
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**Mat Broomfield brings you a heap of handy hints to help heal your hurting heads!**

## MEMORY ANOMALY

When I'm using Workbench I often notice a strange effect which I don't understand. It happens when I open a directory window, then load a program.

If I then return to the Workbench screen and close the directory window that I opened to load the program, the amount of free memory displayed in the bar at the top of the screen goes down!

Why does this happen? I can't understand why it costs the computer memory to shut a window. Am I missing something obvious, or is there something sinister afoot?

Michael Dawson, Kemsing, Kent

**I don't know if what you're missing would be classed as obvious, Michael, but there's certainly a straightforward explanation to the effects you've noticed.**

**When you initially load Workbench, the remaining free memory is displayed in the status bar at the top of the screen. This figure is continually revised as you work from the Workbench screen. As soon as you load a program which opens its own output window, that window becomes current, temporarily disabling the Workbench.**

**Because it's disabled, Workbench no longer updates the free memory figure, so the number shown represents the amount of memory remaining when the program was loaded. When you load a program this figure will remain unchanged on the screen, but in actual fact the program has taken up memory.**

**When you eventually reactivate the Workbench screen by clicking on it, it becomes current, and finally prints the updated memory figure which will, of course, be lower because your program has taken up some memory.**

## HARD DRIVE ANIMATIONS

I have recently purchased an A500, and I'm now aiming to buy a hard drive for it. I've noticed that Power Computing stock the GVP series of hard disks, however their advertisement says '8MB of Fast Ram on board'. Could you please tell me if Fast Ram is what's capable of running animations requiring large amounts of memory?

Mr J A.Hall, Shelton, Staffs

**No, Fast Ram is not the ideal type of memory for running animations, but Chip Ram is. Having said that, you can use Fast Ram for large animations, but it's not quite as efficient as Chip Ram.**

**The Amiga includes a special chip called the Blitter, which is very good at moving large blocks of graphics around in memory. Unfortunately, the Blitter can't move graphics stored in Fast memory, so when possible, it's better to store them in Chip Mem. When producing animations that are larger than the available Chip Mem, the computer is capable of transferring graphics from Fast Ram before displaying them. But to do this, it uses the ordinary processor which is considerably slower than the blitter.**

**For most animation needs, this slowness will not matter as it's only the most demanding of animations that need the speed offered by the Blitter.**

**Many packages allow you to run animations from Fast Ram including *D-Paint 3/4* and the *Director* to name but two.**

## WHICH FILE?

Please help me! I have just completed my B-Tech and I would like to put all my notes onto one or more file disks, but what software do I use?

I need text and graphics, but I also need to be able to mix them together. I've tried *Pagesetter* but you can't read the whole of the screen.

Please help.

David Hendricks, Peterborough

**There are three possible solutions to your problem, but each depends upon the type of data that you want to store, and the way it's to be output.**

**Most database, desk-top publishing (DTP) or word processing (WP) systems are designed so that the information created by them will eventually be output to paper. Therefore, their output on the screen is not of the highest quality. Mind you, having said that, regardless of the package you use, the screen output is severely restricted by the resolution of your monitor, and the computer page resolution.**

**To create the highest level of detail, you'll need to work in high-res or interlace, but unless you own either a flicker fixer, or a multi-sync monitor, the display will appear to flicker and pulsate. If you work under these conditions for long, you risk migraines and eye strain, so they're not really ideal.**

**At the top end of the market, you could opt for a professional DTP system such as *Professional Page 2.0.* This will allow you to mix text, bit-mapped and structured graphics on a single page. The page can then be magnified up to 200 times to enable you to view particular parts in more detail. The pages can then be output to any dot matrix or laser printer, and post-script format is even supported. Unfortunately, unless you own an accelerator or maths processor, the screen update can be painfully slow as you edit a document. You'll also need lots of memory – 1.5 megs minimum, 4 megs+ ideally.**

**Another possibility is a database such as *Superbase 4* which provides you with great flexibility when storing information. However, its nature is such that it's not really suited for pages where the page format changes frequently, ie, graphics on one and not on another, inconsistent page layouts etc.**

**The final option would be a WP package such as *Wordworth* or *Penpal.* Both packages allow you to incorporate graphics into documents, and they both have fast screen updates and good readable text. I find that although *Wordworth* is the more**

**powerful package, it's not very user-friendly, so my preference would be *Penpal*.**

**You can buy *Superbase* and *Pro Page 2* from Centresoft, Units 2&3, Holford Way, Holford, Birmingham, B6 7AX. Tel: 021 356 3388. *Wordworth* is available from Digita International Ltd, Black Horse House, Exmouth, Devon, EX8 1JL. Tel: 0395 270273. For details about *Penpal* contact Gordon Harwood Computers, New Street, Alfreton, Derbyshire, DE5 7BP. Tel: 0773 836781.**

## TESSELLATIONS

Do you know of any programs, PD or commercial on Tessellations, ie shapes which interlock 'MC Escher' style?

Clifford Allen,
Thatcham,
Berks




**No, Clifford, I don't know of any programs on that subject, but I'm also a big fan of MC Escher's tessellated studies, and have often wondered whether such a program might exist. Of course, the computer is the ideal medium for designing tessellations because the interlocking shapes (and transformations at advanced level), can be duplicated so quickly and precisely.**

**For readers who are not familiar with the subject, tessellations are pictures or patterns formed by reproducing one or more perfectly interlocking shapes time and time again. MC Escher, a German mathematician, was fascinated by the subject, and tried to develop the concept to its limits. Far from using simple shapes, his work usually included numerous animals and figures, all interlocked to form the most incredible collages.**

**It may interest you to know that you can buy a superb book of Escher's work, containing ALL of his famous pieces, reproduced as full-page plates. It's called 'The Graphic Work of MC Escher' and can still be ordered from WHSmiths for about £20.**

**If any readers know of software which explores this fascinating subject, please let us know as soon as possible.**

## JOINING ANIMATIONS

Please could you tell me if it's possible to join two separate *D-Paint 3* animations using CLI so that, when played, they appear to be just one continuous animation?




I've tried to do this using *PPAnim*, but the first animation plays until I click the mouse-button, then the second one loads and plays. Obviously I don't want the user to have to press the mouse button at all, and I don't want a break whilst the second half loads.

If it's possible, could you tell me what commands and/or utilities are required to perform the task? My animations are drawn in 8 and 64 colour modes, and between them total 3000 frames!

Michael Lalor, Stradbally, Ireland

**A couple of solutions spring to mind, but I suspect that they may be foiled by the difference in colour formats between your pictures.**

**The first solution requires *D-Paint 3* and enough memory to load both animations at the same time. When you load an animation into *D-Paint*, and then attempt to load a second one, you'll notice an additional option in the File menu called Append. Append allows you to join one animation onto the tail-end of another. However, both animations must share the same screen, page and colour formats.**

**The ideal solution is to convert your half-brite (64 colour) animation down to eight colours. If this means a loss of colour from your pictures, perhaps you could convert them both into 32 colour mode? If not, convert the eight colour one up to 64 colours and save it to disk.**

**Load the first half of your animation into memory, then use the Append option to add the second half to it. Now when you save the animation, both halves will be joined.**

**Another possible solution is to use a utility called the *Director*. The *Director* is an animation scripting language which can be used to make presentations and slide-shows etc. It includes a facility called Buffering, whereby you could load the entire second animation into the computer (memory permitting), ready to begin playing the instant the first one has stopped.**

**You can get more details on the *Director* from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000.**

## CDTV PONDERINGS

I was thinking about buying a CDTV, primarily for games use. Using my A500, many games allow me to save scores and game positions, but as the CDTV seems to be a read-only device I can't see how it would be possible to make any kind of save.




At the moment I don't even own a CD player, but I was told that the CDTV can be used as a normal CD player as well. I'd appreciate any information you can give me.

Charlie Streiber, South Ockendon, Kent

**You're correct about the CDTV being a read-only device as far as CDs are concerned, but you can purchase memory cards in 64 and 256K sizes, which will allow you to save game information. These removable cards cost £79.99 and £249.99(!) respectively.**

**As for using the CDTV as a standard CD player: it features 16-bit 8 x over-sampling which means that it's capable of noticeably higher sound quality than most ordinary CD players. In addition, it can handle a new CD format called CD + G which stands for Compact Disk + Graphics. When run with the TV or monitor switched on, graphics will be displayed to accompany the music.**

## STRANGE ASSIGNATIONS

I've been using a word processor called *Scribble!* for a couple of years now, and recently I was fortunate enough to be given a hard drive so I copied the entire *Scribble!* program disk onto the drive.

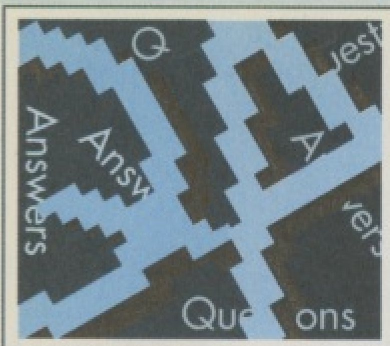



*Scribble!* is actually part of a suite of programs called *The Works!*, which includes a spread-sheet, database and dictionary.

Although *Scribble!* loads and runs perfectly, whenever I try to access the dictionary for spell-checking purposes, the program asks me for the original *Works!* disk.

Can this be avoided,

>




because it's very tedious to have to keep the disk to hand all the time? I must say, it seems pointless using the hard drive if I have to use a floppy for dictionary access, which is the most time consuming part.
Peter Vogt, Teignmouth, Devon

**The problem is that the dictionary has been assigned to the *Works!* disk, so that all dictionary access automatically asks for that disk if it's not already inserted.**

**But don't worry, this can easily be overcome using the ASSIGN command.**

**Load the hard drive startup-sequence (it's in the S directory), and add the following line somewhere near the end; ASSIGN WORKS!: DH0:SCRIBBLE!**

**This will now tell the word processor to look in the *Scribble!* directory on your hard drive (partition DH0:).**

**If your dictionary is in a different directory, or on another partition, simply substitute the correct path name where I've written DH0:SCRIBBLE!**

## WHAT'S A SAMPLER

I want to take music from my collection and put it onto computer. I gather that I'll need a sound sampler, but I'm interested to know how they work. Is there much difference between the types? Which is the best, and what about value for money?




Javid Simpuhr, Singapore

**A sampler is simply a device which converts the analogue waveform of sound, into a digital format which the computer can store and edit.**

**The sampler 'listens' to the sound, and thousands of times every second it translates what it 'hears' into a number representing the amplitude and frequency. Amplitude is another word for loudness, and frequency means the pitch of a note (ie C natural, D sharp etc).**

**When a sample is played back from the Amiga, the computer performs a reverse translation, converting the digital signal back to analogue.**

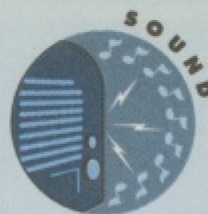
**As a matter of interest, CD players and DAT machines also store their information in a digital format, whereas ordinary tapes and records use analogue.**

**The difference between the cheaper samplers is virtually non-existent, and it's only their software that separates them. Once you move up to samplers costing £80 or more, the hardware is often capable of a greater frequency response, which means that they can sample a wider range of sounds, from extremely high pitches, to really low ones. I believe that *Audio Engineer*, which is currently one of the more popular models, is actually capable of sampling sounds far beyond the range of human hearing!**

**Anyway, my preference is the excellent *Sound Master* from Aegis, which works extremely well and is very user-friendly. It costs £129.95 so it's not really what you'd describe as budget priced, but it is admirably straight forward.**

**In terms of value for money, *Technosound Turbo*, at about £30, offers the best price-to-features ratio of any sampler and is definitely worth a look if you're new to the joys of sampling.**

**You can buy *Sound Master* from Centresoft who's phone number is 021 356 3388. For details on *Technosound Turbo* contact New Dimensions at Brooklands House, Bryngwyn, Raglan, Gwent, NP5 2AA. Tel: 0291 690933.**




## MIDI MUSE

I was going to buy a MIDI compatible keyboard so that I can use my Amiga to make 'proper' music. I already own *Music-X 1.1*, and I thought that if I bought a keyboard and perhaps a drum machine, that I would be set up ready to go.

I've seen a number of keyboards that allow you to select different instruments but they don't let you play more than one instrument at a time, which seems fairly pointless to me.

Would I be able to access two or more instruments at a time via the Amiga or would I have to buy a separate keyboard for each instrument I wanted to play?
Phil Marchess, London

**In the first place, you'd also need a MIDI interface to connect your keyboard/s to your Amiga, but once that's out of the way you can start considering which keyboard is best for your requirements.**

**There are two expressions to be understood when buying keyboards for MIDI use: polyphonic and multi-timbral.**

**In the early years of electronic keyboards, most of them were only capable of playing a single note at a time, which made it very difficult to generate decent music with a single instrument. Polyphony is the ability of a keyboard to play more than one note at a time. Today, most keyboards are capable of playing either eight or sixteen notes simultaneously, and this even applies to the cheaper Casio and Yamaha keyboards.**

**Although most cheaper keyboards are polyphonic, they still only have the ability to play one instrument at a time. If you're composing a piano concerto, this is fine, but if you prefer modern music with a variety of instruments, you'll have to look for a multi-timbral keyboard. Unfortunately, these are quite expensive but they do allow you to create richer and more varied music.**

**If you actually play keyboards, you'll appreciate the fact that most multi-timbral keyboards can be split so that the left hand plays, for example, a bass instrument, whilst the right controls the lead.**

**If you're not interested in actually playing a keyboard manually, you might prefer to buy a sound module. These are small banks of sounds which have all the facilities of a keyboard-encased version, but without the expense of having to buy a keyboard as well. They're also a good way to expand an existing library of sounds.**

**Cheetah provide a range of professional keyboards and synth modules, and you can contact them at Norbury House, Norbury Road, Fairwater, Cardiff, CF5 3AS. Tel: 0222 555525.**

## STARTUP SEQUENCES

Following your tutorials earlier in the year, I've started trying to make my own compilation disks with some success.




Having looked at the startup-sequence that comes with my 1.3.2 Workbench, I encountered the following command which I don't understand: **ADDBUFFERS DF0: 10**. Is this command essential, because I haven't included it in any of my startup-sequences and yet the disks seem to work perfectly? What does it do?
Paul Mitchell, Stamford, Lincs

**There are many commands in the Workbench startup-sequence which are completely unnecessary for most disks, and ADDBUFFERS is one such command.**

**It's used to set the amount of memory allocated for disk drive buffers. Whenever you request a directory of a disk, that information has to be loaded first. Using the Addbuffers command, an area of memory is set aside**

by the system for directory information. Therefore the first time you request a directory, it will have to be loaded as usual, but any subsequent directory calls will access a directory list stored within the buffers that were initialised in the startup-sequence.

Although the default size is ten 512 byte buffers (5K), an ideal maximum figure would be 25 buffers (12.5K).

## WHAT'S UP, CLOCK?




My Ram expansion includes a battery backed clock, but apart from telling me the time and date (which I can check on my wall clock!) it doesn't seem to serve any useful purpose. Why is it there?

Stephen Hughes, Eastbourne, Sussex

To most users, the battery backed clock doesn't serve much useful purpose, but to hard drive owners, or other users who regularly make back-up copies of precious data, it is invaluable.

When backing up a 105 meg hard drive, you don't really want to duplicate files which are already backed-up elsewhere. Obviously, to make a copy of the entire drive (if it's full) would require at least 105 disks, not to mention several hours to perform the operation. However, back-up utilities such as MRBackup include an option to backup all files created since a certain date.

**ANY PROBLEMS?**
**If you have any questions of a remotely technical nature, we'll do our best to answer them. Send your letters to: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

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**Please enclose a stamped addressed envelope and PC Wise will replace the offending disk.**

# HELPLINE

## ENQUIRIES

### XENON 2 MEGABLAST
It has taken me one year and three days to get to level five. Please find me a cheat before I pull the trigger.
**Lenny Bradley (T1)**

### TEST DRIVE
Does anyone know a cheat for this game? My mate, Carn, totally trashed my scores, and I would like my name back on the Hi-score table instead of his.
**Kanbi Wong (T2)**

### LINE OF FIRE
I have been playing this for some time and I can only get to the fourth stage.
**Supriya Misra (T4)**

### F18 INTERCEPTOR
Can somebody please help me? I can't get past the Emergency Defence Operation. It's driving me crackers.
**Gerard Tivey (T6)**

### LICENSED TO KILL
I desperately need a cheat as I keep getting stuck on level two. It's really working me up.
**Neil Mckee, (T7)**

### LIVE AND LET DIE
This game is driving me nuts. Has anyone got a cheat for it? This will kill me soon if I don't get help!
**Adam Lucette (T8)**

### LAST NINJA 2
How on Earth do I complete level one? I can collect a key, a map, a pole, nunchaku and get the hamburger. After this I cannot seem to do anything. What am I doing wrong? Or what am I not doing?
**D. Johnston (T10)**

### SUPER SCRAMBLE
I really need a cheat for unlimited time as I can not get past level D.
**Matt Sole (T11)**

### F19 STEALTH FIGHTER
Can anyone save the pilot on this game.
**Upuran Ratti (T12)**

### SKIDZ
Gimme help! I can't get past the park level. Thanks.
**James Huckle (T13)**

### CAPTAIN BLOOD
Please tell me how to get started. Each time I play I roam the universe meeting aliens who just annoy me so I reach for the power switch.
**Ben Stonehouse (T14)**

### FLOOD
Has anyone got the codes to the levels for this water game.
**Gareth Warrington (T16)**

### ILYAD
A great game, but I am completely stuck. Please give me a cheat.
**Steven Murray (T18)**

### DOGS OF WAR
Help. Has anyone got a cheat for cash and lives? If so, please write in.
**Daniel Tuffnell (T19)**

### ELITE
I've had *Elite* for months, but I've only visited about six planets! I either crash into a space station or get attacked and destroyed between planets. Does anyone have a cheat for more cash to buy better weapons?
**Andy Wood (T15)**

### FULL CONTACT
I can only get past the first 3 levels. Has anyone got a cheat for infinite lives?
**Glen Becket (T21)**

### HEROQUEST
Please send some info for this game. It's driving me 'round the bend.
**William Brittain (T22)**

### AFTERBURNER
Does anybody have a poke for infinite lives please?
**Simon Shanks (T23)**

### T.M.H.T.
Someone please tell me how to get to the Technodrome or how to get into the blimp.
**Jukka Hakulinen (T5)**

### ZAK MCKRAKEN
I can't find the lighter. Can any kind soul help me out?
**Geir Ore, (T24)**

### BLOODWYCH
I am having trouble with the first maze where there is a blue sign saying 'My key I bestow to those who can solve this maze'. I can kill everything in the area, but I get stuck at a door with a gold lock. I have a bronze key, but this will not open any doors and I can't find the key for this one.
**Jason Westmacott, (T25)**

## RESPONSES

### PLAYER MANAGER (Q1)
To get money just remove 8-9 players and after two or three big defeats you'll receive sponsorship.
**Soren Hartvig, Denmark**

### RAINBOW ISLANDS (Q3)
Type in some of these codes for various effects: BLRBJSBL – Fast feet, RJSB-JSBR – Double rainbows, SSSLLRRS - Fast rainbows, BJBJBJRS – Hint A, LBSJRLJL – Continues and LJLSLBLS – Hint B.
**David Hurdman, Burgh**

### FANTASY DIZZY (Q5)
You've got the walking stick? Actually it's a crowbar from Grandpa Dizzy, he's at the top of the tree-house complex.
**Marcus Opplehine, Maidenhead**

### BLOOD MONEY (Q8)
Pause the game and press HELP key.
**Upram Rath, Singapore**

### CRIME DOES NOT PAY (Q9)
To get ultimate life pause the game then write HALTBAKK IS THE KING.
**Axel Rose, L.A.**

### ATOMIC ROBOKID (Q10)
Type Tuesday 14th on the title screen to produce a menu which gives access to infinite lives and all weapons.
**Simon Hurdman, Burgh**

### TIME MACHINE (Q12)
Type in your name as DIZZY on the score table. This will give you infinite lives and access to any particular screen by pressing A or S.
**Nial Benson, Braintree**

### THE IMMORTAL (R3)
After using the magic carpet to dodge the trolls, give Anna the ring, then walk around the triangle on the floor three times clockwise.
**David Colwell, Lydney**

## CADAVER (R6)
When you enter Diano's lair, don't wait, go through the middle door and pick up all the gems. This should boost your mind blast up to 240. Go back to his lair and, when he says he's tired, use your mind blast and pick up his head.
**Paul Derrick, Scotland**

## ROCKET RANGER (R8)
To get past the last two guards, follow this guide to the letter and you'll be OK. Keep your 'dukes' up all the time. Wait for the guard to lower his fists and punch his face. When the guard flips his lid and sends an array of punches towards you, don't panic. Keep your guard up and watch carefully for when he does a body blow. Block his attempt by moving down and then give a counter body blow. You should be able to deliver a couple more blows to the face before he flips his lid again. Using this you should beat him with half your life left. It does take a bit of practice to perfect.
**Chris Munroe, Middlesex**

## P-47 THUNDERBOLT (R7)
Type Zebedee on the Hi-score table. During the game press F1. The Complete screen should come up. Press either F1 for infinite lives or F2 to go onto the next level.
**Paul Roffey, Barnsley**

## THUNDER CATS (R9)
Instead of going in the direction of the arrow go in the opposite direction. After a while you will come across the hover-cat go back and use this for the wall.
**David Wall, Lincoln**

## ELITE (R11)
You do not have to be at a specific planet to get the Constrictor Mission in *Elite*. The only requirement is that your rating is Dangerous. You are given the mission shortly after you reach this status and you will be told where to locate the Constrictor.
**Karl Williams, Wales**

## RAILROAD TYCOON (R12)
To increase your cash just press Shift and 4. Don't do this too much or the game will crash.
**Martin Punt, Holland**

## THUNDERBLADE (R14)
Type CRASH at the start of the game and press Help to advance levels.
**Edwin Lorde, York**

## PRINCE OF PERSIA (R20)
When you draw your sword don't fight the reflection. Put your sword away and jump into yourself and walk to the left. A path of flies will form below your feet to take you to the next section.
**Ben Stonehouse, Crawley**

## X-OUT (R21)
Buy the dearest ship and the cheapest satellite and you should have 500,000 credits. Pressing Esc advances levels.
**Paul Derrick, Scotland**

## TURRICAN (R27)
On the high score table type in BLUES-MOBIL for 99 lives.
**Chris Pogioli, London**

## SWIV (R28)
Pause the game then type NCC-1701 for infinite lives.
**Ben Stonehouse, Crawley**

## KICK OFF 2 (R30)
In mid-match run your finger over the function keys from left to right. S12 or S14 should appear in the top right hand corner. You will now be able to substitute the computer's goalie and the new guy will be completely useless.
**Paul Roffey, Barnsley**

## KICK OFF 2 (R30)
How to save penalties: Simply switch on the autofire on your joystick, or repeatedly hammer the fire button. The goalie will save the ball every time.
**E. R. Aarseth, Norway**

## HOW TO USE THE HELPLINE

**IT'S EASY**. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

## HAMMERFIST (R33)
Type in TAEHC OT TNAW when you get a high score and F7 will teleport you to the next level.
**John Kerr, Bathgate**

## GODS
On level 2 buy a shield, magic potion, 3 fireballs, 3 stars and buy food with the rest of your money. Collect the 3 gems (fire, ice and water) and collect the world key. Use the shield when you want. Just before you go down the last ladder use the potion and then open the world door. DON'T GO IN. Before you do so make sure you haven't got enough energy to survive contact with a creature. Stand by the door ready to leave and as soon as the thief touches you push up. You will have oodles of lives and the score will keep going up and up.
**Trevor Faller, Ely**

## TERMINATOR 2
Pause the game then press F1 - F10 and then press fire on your joystick to skip levels. If you want to get out of a particular level press the Escape key.
**Emmett Hood, Leeds**

## LEMMINGS
You don't specify which difficulty setting so here they all are: Fun - NJM-FLCALDU, TRICKY - CAJJMFMJFR, TAXING - LGANNLFHHL and MAYHEM - LFMGAJNFJY. Also, type FRIGGLY on the title screen and something special will happen.
**Ronnie Farrington, Wirral**

## LOTUS TURBO CHALLENGE 2
The passwords are: TWILIGHT, PEA SOUP, THE SKIDS, PEACHES, LIVERPOOL, BAILEY AND E BOW.
**Mark, Steve, Dave and many others, Middlesbrough**

## POPULOUS
Load a Conquest game as normal. Click on the World icon. Click on Custom Game then on Game Options. Change any options you like then click on OK. Click on Evil then Two Players and Cancel. You should now be in the Conquest game. The upshot of this is that the enemy cannot build or alter any land in any way.
**Adam Chapman, Middlesbrough**

## STRIDER 2
Start the game and type SWIFT. A cheat icon should appear. Pressing E will now replenish Strider's energy, while D will replenish Strider's Robot's energy.
**Adrian Worthy, Hull**

## DEUTEROS
The thing to do is to build a resource station section (2x) and bring them to the planets that need them. Let the shuttle take it down to the surface.
**Dion Willemen, Breda Holland**

# inside information

What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

## EVERYTHING YOU WANTED TO KNOW... ABOUT BUGS

Might as well face it, there's no such thing as a free lunch or completely bug-free computer software. So, what actually are these 'bugs' in your favourite games and utility programs?

Any type of computer, no matter how big or small, has to be told exactly what to do, otherwise unforeseen events can occur. Some wag dubbed this phenomenon 'bugs' and the process of eliminating these mistakes 'debugging'.

The reason so many of these glitches appear in personal computer software is that some publishers don't have the resources to thoroughly test their products before putting them out for sale.

Quite a few programmers get very nervous when asked about the bugs in their software. It's like you're accusing them of having acne. Even the laid-back American designers of the Amiga got really annoyed when they tried to get the operating system working properly. This is where the infamous Guru Meditation message stems from. Apparently they would sit down in front of their machines every time a crash occurred and contemplate greater things before attempting any more coding for the day. Otherwise they might have thrown a brick through the screen and we'd be using boring old Atari computers today!

### SOME BUGS PREPARED EARLIER...

**F-29 RETALIATOR (Ocean)**

'Yes, we did have some problems with *F-29*,' admits Phil Alssop of Digital Image Design. 'Do I have to go into them? Um, the reason the first version of *F-29* was so bugged is simple. We had to rush it out to put the game into the Amiga Games Pack from Commodore. We just weren't ready and it wasn't tested very well. You get all sorts of problems if you just sit down in front of your machine and start hacking away. You've got to test a section as you write it.

'Some copies of *F-29* won't draw landscapes if you fly off the map, and if you lower the landing gear when you're outside the game zone, the indicator will light up but the gear won't actually drop. There are many other glitches in the game – see if you can find them.

'Our latest game, *Robocop 3* for Ocean, had a few bugs but we've fixed them now. We had two programmers working independently on the project, and this is a common cause of problems – everyone blames the faults on their colleagues. Sometimes things go wrong because of hardware faults with the Amiga. The Blitter Line Draw command, for example, will sometimes miss the last six pixels when moving something around the screen.'

**KICK OFF 2 (Anco)**

'There are probably five or six bugs in *Kick Off 2*,' confirms designer, Steve Screech. 'Bugs are difficult to detect because it's hard getting them to happen every time you play. We only found out about the bugs in *Kick Off 2* after the game had been released, and then it was too late to do anything about them'.

Perhaps the most noticeable mistakes are that corner kicks are taken at the wrong end and substitutes go missing at half-time. In the *Extra Time* accessory disk, if you hold the fire button down the keeper will automatically save the ball. Very handy!

'There's no way to make a totally fool-proof game,' continues Screech, 'only if you're going to give it to one thousand testers for a year, or something like that. Nobody has got the time or money to do that. A program like *Kick Off 2* is very involved. About one third of the development time was spent debugging the software.'

**POPULOUS (Electronic Arts)**

'We don't have any bugs in our games do we?,' asks creator Peter Molyneux of Bullfrog, 'Oh yes, we do! They're horrible things. I hate them. It's hard to track them down because they usually only manifest themselves in the product that goes out on sale. Anybody who says their game hasn't got any bugs in it is talking rubbish.'

'There are really quite a few bugs in the original version of *Populous*, but not a horrendous amount, I hasten to add. If you build volcano on a particular spot, for instance, then build a house and finally raise the land up to maximum height, it will crash the game. It's embarrassing isn't it?'

'If you're playing a two-player game and a random monster comes up, there is a good chance that the game will crash completely. Actually, there are graphics in there for a random monster that never actually appears, no matter how long you play the game. It's a rock monster who goes around laying down rocks and grabbing people. He is quite a nice little thing. The funny thing is that this bug has been transferred over to the console versions of *Populous*.'

**POWERMONGER (Electronic Arts)**

'There are probably a few in there but I can't remember them,' swears Peter Molyneux. 'Erm, there is one but I've never actually found it myself. Sometimes, under some weird situation, your main captain turns into a black box which floats all over the place for some reason. It's one of those things that happens once in a hundred games.'

**THUNDERHAWK (Core Design)**

'I don't think there are any serious bugs. There was originally a bug in the keyboard handler, which meant the game wouldn't work on the Amiga 2000 or 3000 series,' declares the programmer Mark Avory. 'Surface-to-Air Missiles won't seek properly because I got a compare statement round the wrong way in the program, so missiles don't actually see you on radar. This is a very subtle mistake, you shouldn't normally notice it. My 3D system also makes some objects go off the screen if you're really close to them. '

# TOP 100 AMIGA GAMES

★★★★★ supreme ★★★★ excellent ★★★ good ★★ fair ★ dodgy

1 Lotus Turbo Challenge 2 (Gremlin) £25.99 ★★★★★
2 Alien Breed (Team 17) £24.99 ★★★★
3 Megalomania (Imageworks) £30.99 ★★★★★
4 Heimdall (Core Design) £34.99 ★★★★★
5 James Pond 2 – Robocod (Millennium/US Gold) £25.99 ★★★★★
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7 Bubble Bobble (Hit Squad) £7.99 ★★★
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9 Shadow of the Beast (Sizzlers) £7.99 ★★
10 Final Fight (US Gold) £25.99 ★★★
11 TV Sports Football (Mirror Image) £9.99 ★★★
12 Fantasy World Dizzy (Codemasters) £6.99 ★★
13 Rugby – The World Cup (Domark) £24.99 ★★★
14 New Zealand Story (Hit Squad) £7.99 ★★★
15 Wacky Races (HiTec Software) £7.99 ★★
16 Terminator 2 (Ocean) £25.99 ★★
17 Lombard RAC Rally (Hit Squad) £7.99 ★
18 Altered Beast (Hit Squad) £7.99 ★
19 Dragon Ninja (Hit Squad) £7.99 ★
20 PGA Tour Golf (Electronic Arts) £25.99 ★★★★★
21 Scooby-Doo and Scrappy-Doo (HiTec Software) £7.99 ★★
22 Head Over Heels (Hit Squad) £7.99 ★★★★★
23 Populous (Star Performers) £10.99 ★★★★★
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70 Microprose Golf (Microprose) £34.99 ★★★★
71 ATF 2 (Action 16) £9.99 ★
72 Treasure Island Dizzy (Codemasters) £4.99 ★★★
73 Titanic Blinky (Zeppelin) £7.99 ★
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98 The Games – Summer Edition (Kixx) £7.99 ★★★★
99 Final Whistle (Anco) £12.99 ★★★
100 Kick Off – Winning Tactics (Anco) £12.99 ★★★

**Charts supplied by Gallup (071 794 0461) ratings courtesy of the CU AMIGA team.**

## TOP TEN GAMES IN USA

**1 Police Quest III (Sierra Online)**
**2 Rise of the Dragon (Dynamix/Sierra Online)**
**3 Leisure Suit Larry V (Sierra Online)**
**4 Might and Magic III (New World Computing)**
**5 Wing Commander II (Origin)**
**6 Gunship 2000 (Microprose)**
**7 Pools of Darkness (SSI)**
**8 Silent Service II (Microprose)**
**9 Earl Weaver II (Electronic Arts)**
**10 Wing Commander II Speech Accessory Disk (Origin)**

**Charts supplied by LOGiN magazine in Japan.**

## TOP TEN PERIPHERALS

1 GVP A500 Hard Drive, HD+
2 RocTec Genlock RocGen
3 Seikosha Printer SP1900AI
4 GVP Sound Sampler DSS
5 ATonce PC Emulator
6 Citizen Printer Swift 9
7 Philips Monitor 8833
8 RocTec Genlock RocGen Plus
9 Citizen Printer Swift 24
10 RocTec Disk Drive

**Charts supplied by Silica Systems (081 309 1111).**

## WORLD FAMOUS SPRITES

1 Super Mario Bros
2 Space Invaders
3 Pacman
4 Sonic the Hedgehog
5 Double Dragon

## DID YOU KNOW?

**• Many violent games can only be sold in 'sex shops' in certain parts of Germany.**

**• Digital Image Design, creators of *F-29 Retaliator* and *Robocop 3*, predicted a war in Kuwait months before those Iraqi tanks rolled over the border last year.**

**• Japan is the most expensive place in the world to buy Amiga software. Any global travellers looking for a bargain should check out sunny Spain.**

# LISTEN FOR A LIFETIME

It's a familiar everyday story. You're on the train, tube or bus and a person nearby has their Walkman cranked up to maximum volume. Not only is the noise annoying, but it could actually be causing some physical damage to their ears. Now the Electronic Industries Association of America is trying to make the general public aware of potential hearing loss by promoting the safe use of electronic entertainment equipment.

Hearing damage and loss is one of the most widespread yet invisible handicaps in the world today. The National Institute of Health in the USA estimates approximately 10 million Americans have suffered some hearing loss impairments as a result of exposure to high-intensity sound system.

The hazardous zone of decibel levels begins at approximately 75 decibels, which includes items such as average town traffic, rubbish disposals or an alarm clock ringing up to two feet away. High sound pressure levels (loud noises) can damage or kill the fine hair cells in the inner ear. Hearing progressively deteriorates as more hair cells are damaged or destroyed.

Damage to your hearing can be short term (known as temporary threshold shift) or long term (called permanent threshold shift). Short term often clears itself with little recognisable hearing loss while long term damage is often irreversible.

Warning! If you're suffering from any sort of hearing loss, please consult your doctor.

## TOP TEN GOD SIMS

1 Populous II (Bullfrog)
2 Megalomania (Imageworks)
3 Populous (Electronic Arts)
4 Powermonger (Electronic Arts)
5 Utopia (Gremlin)
6 SimCity (Maxis)
7 Castles (Interplay)
8 SimEarth (Maxis)
9 Realms (Virgin Games)
10 Moonbase (Wesson International)

## TOP PROGRAMMING LANGUAGES

1 Machine Code
2 'C' 3 AMOS 4 BASIC
5 Fortran 6 Forth 7 Cobol




# DECIBEL LEVELS OF NOISE

0 Lowest sound available to the human ear
30 Quiet library, soft whispers
40 Living room, refrigerator, a bedroom away from traffic
50 Normal conversation, quiet office
60 Air conditioner at 20 feet, sewing machine
70 Vacuum cleaner, hair dryer, noisy restaurant
80 Average city traffic, rubbish disposals, alarm clock at two feet (these noises can be damaging under constant exposure)
90 Tube, motorcycle, truck traffic, shop tools, lawn mower (damage may occur in eight hours or less of exposure)
100 Rubbish truck, chain saw (less than 15 minutes of unprotected exposure is recommended)
120 Rock band concert, thunderclap (danger is immediate. This exposure can damage your ears).
140 Gunshot blast, jet plane (beyond the reasonable threshold of pain, any unprotected exposure is dangerous)
180 Rocket launching pad (noise at this level causes irreversible damage and tends to be rather hot!)

# CALLING ALL VIDEOPHILES!

Sometimes you need to inject some visual trickery into your home video epics. If your Amiga genlock is being overloaded with a stream of special effects, Panasonic has released a Digital Effects Generator to help ease the strain.

'Anyone who has ever wanted to produce music videos like the pros or give a slick artistic look to ordinary home videos will welcome our newgadget,' confidently predicts a spokesperson, 'more and more amateurs are getting into editing and producing their videos in a big way.'

The Digital Effects Generator can act in unison with your Amiga to create some dazzling video sequences. Apart from adding a hazy or surreal look to the picture, you're able to reduce the screen image by 75% and place it in any one of nine different positions. Digital Mosaic breaks down the image into hundreds of squares, providing an abstract geometric feel. With the monaural colour effect, you can cast a single tint over an entire image to project mood or a dream-like quality. Individual frames can be rapidly or slowly flashed on the screen for a stroboscopic effect.

These digital video effects can be combined with one another if so desired. Best of all, these effects can be synchronised to the beat of accompanying music. An audio mixer provides precise level control over sounds from three sources.

## TOP TEN PRINTER MAKERS

1 Seikosha
2 Citizen
3 Epson
4 Mannesmann Tally
5 Cannon
6 Olivetti
7 Brother
8 Hewlett-Packard
9 Panasonic
10 Samsung

## TOP TEN COIN-OP CONVERSIONS

1 Golden Axe (Sega/Virgin Games)
2 Rainbow Islands (Taito/Ocean)
3 Silkworm (Virgin Games)
4 Smash TV (Williams/Ocean)
5 Super Monaco GP (Sega/US Gold)
6 Toki (Ocean)
7 Rodland (Storm)
8 R-Type II (Irem/Activision)
9 Hard Drivin' (Atari/Domark)
10 Super monaco GP (Sega/US Gold)

# THE WAY WE WERE...

## THREE YEARS AGO

• Psygnosis started talking about *Aquaventura*, a marvellous space opera featuring the best 3D graphics ever seen. We're still waiting to see the results...

• Sega's *Galaxy Force II* and *Powerdrift* video games hit the arcades. Data East released the coin-operated adaption of Ocean's successful *Robocop* title.

• Prism unveiled a 'mega' computer game based around the storyline of a failed stage musical! *The Kristal* didn't manage to start a new trend. Anybody fancy a go at Cats or Les Miserables?

## TWO YEARS AGO

• The world's first computer supermarket opened in California. Us Brits had to wait until last month for a similar sort of store.

• Organisation Against Sexism in Software (OASIS) celebrated its first year of existence. Founder Sandra Vogel said: 'I can see no reason why stereotypes of women should be used in computer games'.

• Rainbow Arts produced one of the slickest shoot 'em ups yet seen on the Amiga. *X-Out* incorporated fast action, smooth-scrolling screens and some mean looking end-of-level boss sprites. A snippet of the hyped advert read: '*X-Out* is the first of a "new wave" in software development. Computer entertainment developed on the computer for the computer.' Erm, quite!

## ONE YEAR AGO

• Bullfrog revealed plans to make a World War One accessory disk for *Powermonger*. Like the first event, we had to wait a long time to see it completed. Expect a full review next issue.

• Fnaarrr! Fnaarrr! Fnaarrr! Virgin Games finished an interactive version of the adult comic Viz.

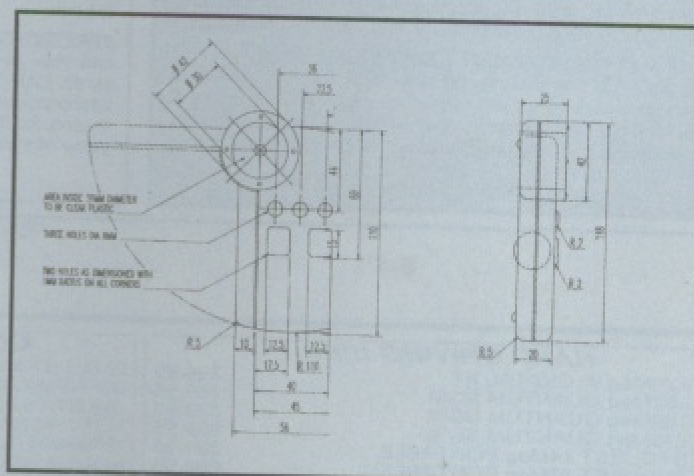
• Broderbund's smart arcade adventure *Prince of Persia* was awarded a CU Screen Star. Our faithful and now sadly departed staff writer Mark Patterson reckoned: 'All the elements come together extremely well to form a game which is both playable and enduring. One of the most interesting games I've seen in a long time'.

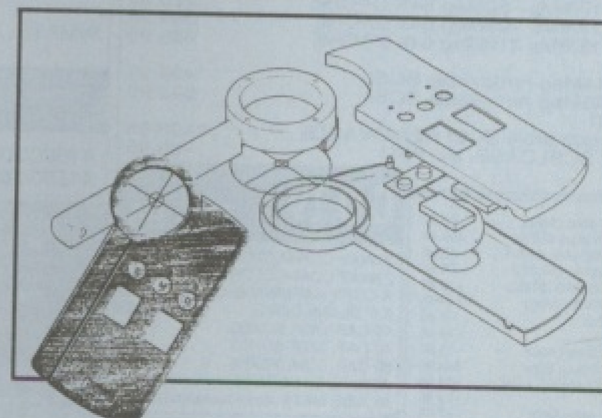
# SCAN AND DELIVER

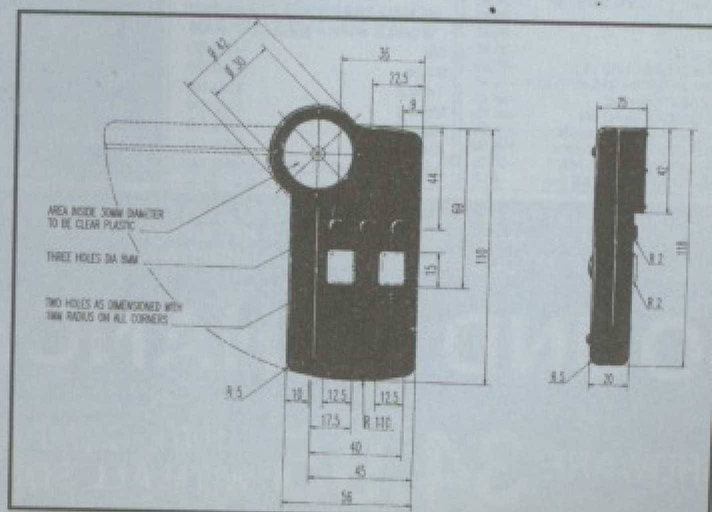
**Avid CU AMIGA reader Trevor Wilkinson from Cleveland has devised an ingenious mouse which doubles as a scanner! With such a peripheral you can not only control software in the normal way but also transfer ordinary paper or photographic images into graphics packages like *Deluxe Paint IV*.**

'The Mini Scanner works by pulling the scanning arm out from the main console which then clicks into position ready for use,' reveals clever Trevor. This arm is pressed over an image while the scanning button is depressed. The scanned image is then reproduced on the screen using a special program.

If these technical drawings are beyond your soldering skills, write for more details by sending an SAE to: Trevor Wilkinson, 58 Boulby Road, Cleveland TS10 5EA.







## "NOW HAS THE 1991/92 FOOTBALL LEAGUE/NFL PLAYER DATA"



# DIVISION ONE 92

**"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games."**

**– The Guardian**

**THE GAME.** Everyone has his own ideas on what makes a soccer team "tick". Here is the opportunity to put into practice your own ideas. Operating from the English 1st Division you must build a squad to challenge for the league title, the FA and League Cups and the 3 European trophies. And as players age, rebuild the team while holding off relegation.

**SQUADS/TRANSFER MARKET.** In a 3 squad system (1st team squad, reserve squad and youth squad), use the continuous intake of youth players and training program to create a squad whose skills reflect your ideas. Supplement these skills with carefully selected transfer market acquisitions. As they age, veterans fade and youngsters develop, keep a sharp eye on the changing skills of your team.

**SKILLS.** All players have a balance of 5 skills (no "skill levels") which you must discover by experimenting with your team. Even more important will be your judgement about the effect of the particular team balance or skill combination on the outcome of a match, and subsequently a season of football. Suitable trianing can develop/enhance skills or sustain the stamina of ageing/injured players.

**MATCH/STATS.** Your judgement will be put to the test in this unique 4 minute match/stats simulation against accurately simulated opposition. This is the measure of your team and your most reliable source of information. There are displays of: match flow, two teams, player-with-the-ball, injuries, discipline, substitutions, in-match tactics, goalscorers, possession breakdown and performance assessment.

**WHAT IS DIFFERENT ABOUT THIS GAME?**

Sophisticated "AI" techniques replace "skill levels". Judgement replaces mental arithmetic. Intelligence replaces luck. Division One 92 is a simulation of the world of the soccer manager. Its fascination comes from its closeness to the real thing, its addictive quality is that of soccer itself.



# HEADCOACH V3

**"When it comes to the 4th down Headcoach has it". "Head Coach", "TV Sports Football" head to head.**

**(Pop Comp.)**

**THE GAME.** HeadCoach is the complete American Football simulation. You take charge of the latest recruit to the NFL, and through skilful design of gameplans and the use of the college draft, build up a 45 man squad to keep your fans happy and win the Superbowl. Unlimited seasons and ageing players produce a realistic game of fluctuating fortunes.

**THE MATCH.** The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your game-plan to the skills of your squad, and exploit the weaknesses of the opposition. It's here where the strengths and weaknesses of your players are highlighted.

**TRAINING CAMP.** An opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. A 40 yard timed run will reveal their sharpness. Wide receivers, running backs, linebackers, cornerbacks and safeties need to shine here.

**COLLEGE DRAFT.** During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). The college draft should be used to find those stars of the future and make sure they're playing for you.

**STATISTICS.** The statistics centre will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks... all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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Watch out next month for the world exclusive review of the Miracle keyboard. A whole new concept in Amiga entertainment, this add-on-cum-keyboard will have you shooting up the musical grades while you enjoy an array of shoot 'em up and puzzle games. And we'll be putting it to the test. . . **PLUS TWO MORE WORLD EXCLUSIVES!** Check out the Rombo animator, the animation package that claims to beat professional sysytems costing hundreds of times as much! AND the first review of the Jammer, an exciting new American product which composes commercial-quality music for you. **BRILLIANT READER OFFER** Fancy an instant recipe for success? Then read next month's CU Amiga for details of our six pack of disks for first-time owners. We'll be cramming the lot into our starter pack: games, word processing, sound, graphics and invaluable slideshows that show you how your Amiga really works. Don't miss this brilliant offer – at a snip of the price!

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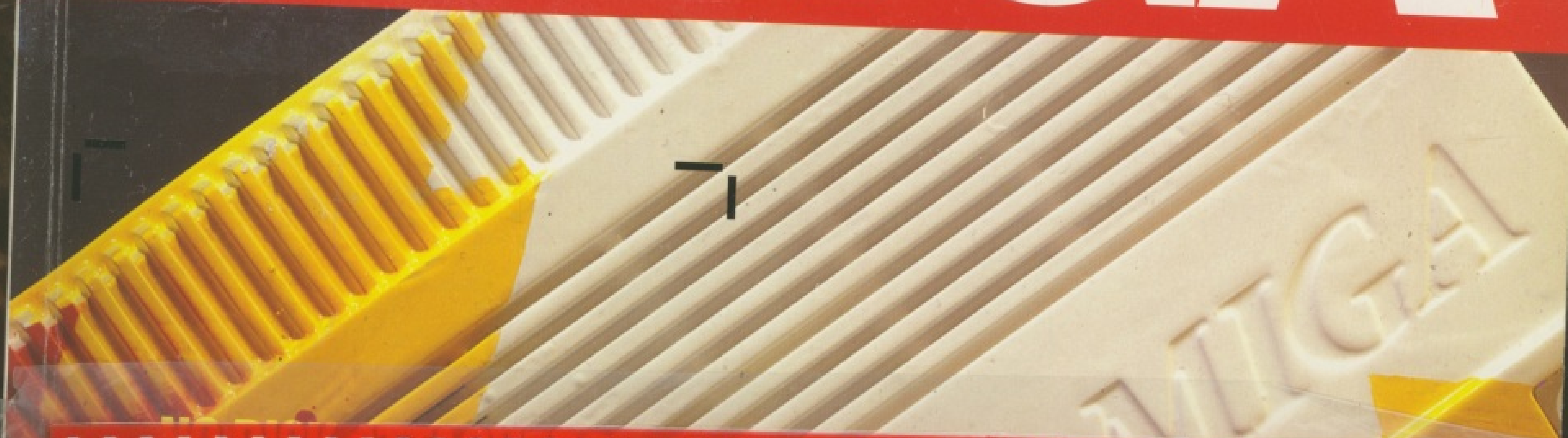
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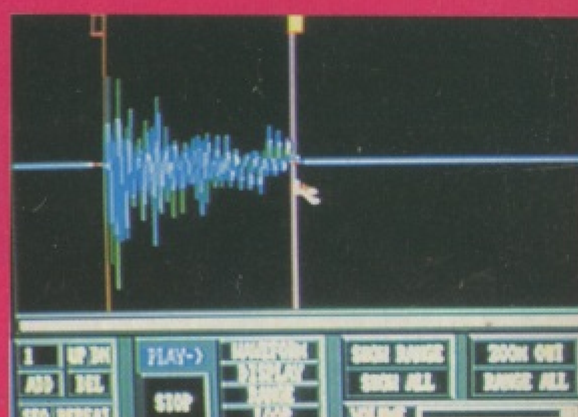
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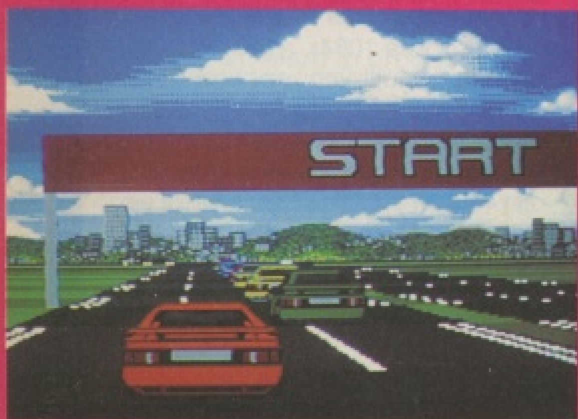
# AMIGA

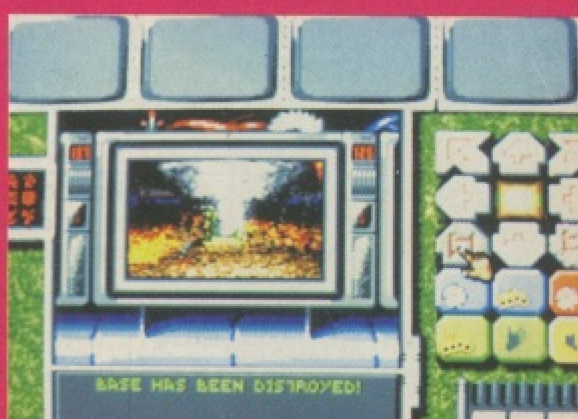
## HERE IT IS – THE COMPLETE GUIDE TO YOUR AMIGA



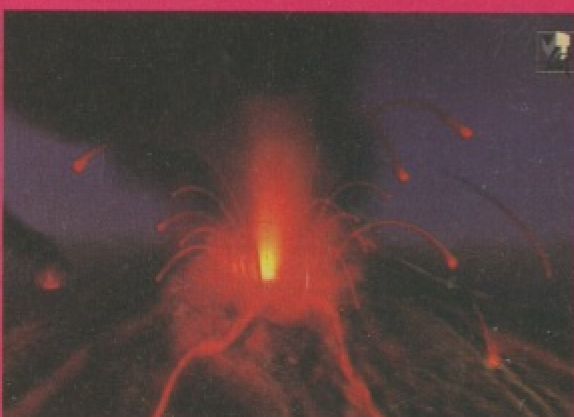


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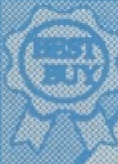







WHAT TO DO IN AN EMERGENCY • YOUR PRINTER PROBLEMS SOLVED • HOW TO GET THE BEST FROM YOUR AMIGA • WORKBENCH 2.0 – WHERE TO BEGIN • GAMES – WHAT TO BUY AND WHERE TO BUY THEM • BEGIN TO LEARN PROGRAMMING




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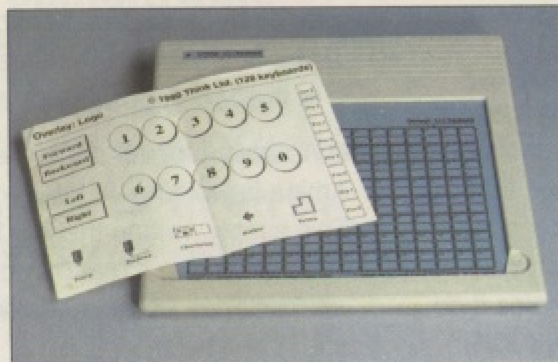
## SELECTED SOFTWARE

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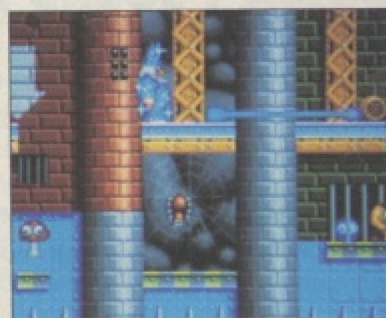
# THE COMPLETE GUIDE TO YOUR AMIGA

## CONTENTS

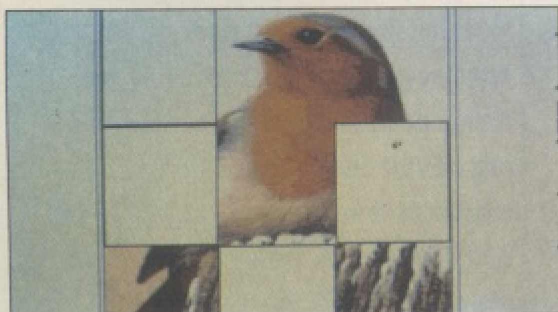














**EVERY MONTH...** CU Amiga takes a look at all the new games, hardware devices and productivity packages in an entertaining, authoritative and comprehensive manner. We guide you through each package and tell you how to use it in easy-to-follow guides. CU Amiga is like two magazines for the price of one. Reserve a copy at your local newsagent or turn to page 48 of the main magazine to find out more about our amazing subscription offer. Don't delay if you want to get the best out of your Amiga!

**Welcome to CU Amiga's third free supplement. This one's for all of the 80,000 people who've just had the good sense and taste to become owners of the best home computer around. Inside you'll find vital information, ranging from what to do if your keyboard doesn't work to choosing the right game. Read and enjoy. . .**





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This guide is a free supplement to CU-Amiga and is not to be sold separately.

# IN A FIX?

**Printer won't output, monitor on the blink, joystick won't respond? Don't worry, for here is your guide to a problem-free life...**

## PRINTER PROBLEMS

● This may sound obvious but having an unconnected printer is a common mistake. Check over the wires that run from your Amiga to the printer and the plug. Don't forget to switch off your computer and switch off at the mains if do have to reconnect the leads.

● Having problems with you printer driver? Copy across the correct driver to the Workbench disk, and then select it from Preferences.

● If you're print-outs are of poor or inconsistent quality, the first thing to check is that the ribbon's still on the printer head.

● Daisy wheel printers *can* print graphics as well as text, but it's a massively intricate process. Exchange your printer if you take art seriously.

## POOR PICTURE

● Remember to set the TV to the correct channel.

● If your screen goes red or green this may be because the monitor lead is loose, or because the modulator switch is in the wrong position.

● A shaky picture often means that the Amiga is working in interlace mode. This simply means that it's trying to get more on screen. This can be corrected with a device called a flicker fixer.

## WON'T LOAD

● The causes can be many, ranging from software failure, a virus, to problems with the drive. Check through everything, reset and start again. If it still doesn't work, send the disk back. Oh, and by the way, always virus check your disks (it's worth spending a few quid on a decent program – most Public Domain houses stock them).

## DOESN'T SOUND RIGHT

● Make sure the adaptor lead is plugged in correctly if you use a TV, and make sure that the TV is set to the right channel.

● The SCART lead may not be plugged in properly if you're using a monitor.

## DOS AND DON'TS...

● Don't plug the audio lead to the wrong output, if you use a modulator

● Don't take a disk out of the drive while the drive light is on.

● Do learn to do what's known as a 'soft reset'. Simultaneously pressing the two Amiga keys, the two shift keys and the control key will bring you back to the Workbench screen.

● Do ensure that nothing is plugged in when you switch on the power.

● Don't forget to wire the plug correctly.

● Do remember to set the DIP switches and use the correct driver when printing.

● Do read the instruction manual that comes with your monitor. Set the CVBS switch so that it's on RGB.

● Don't have the modulator plugged in when you turn on the TV. It will make the screen turn black and white.

● Do adjust the screw at the back of the modulator, if you're having problems getting sound.

● And finally, DO remember to fill out your warranty card and send it back, and DON'T loose your receipt. DON'T expect sympathy from a dealer if you return a machine that you've maltreated; NEVER attempt your own repairs (taking your Amiga apart invalidates the warranty), and NEVER EVER forget that it's YOU who've paid for hardware and software. Don't be coy and British about it, complain if you don't like the service.

# ...HERE'S THE SOLUTION

**Each month CU Amiga offers its readers unparalleled advice, hints and tips on hardware add-ons, programming, sound, graphics, productivity software, as well as the best games coverage in the industry. Be it via our Questions and Answers service, in a review, or in an in-depth tutorial, you'll always find something that makes computing a more fascinating – and approachable– hobby.**

There are a limited number of back issues available – so if you want to catch up with the rest just ring our Back Issues Teleservice on 0858 410510.

**JUNE ISSUE**
DPaint 4, CLI, tricks with type, print your own T-shirt, printers head-to-head, virus-killing hardware; Intersound, Interword and Interspread.

Games: Beast Busters, R-Type2, Search for the King, Cohort, Metal Mutant, Navy Seals, Das Boot, Trial By Fire, MegaTraveller, Warzone. Tips: Eye of the Beholder, Bard's Tale 3.

Disk one: Gravity (full-price game from Mirrorsoft).
Disk two: Warzone playable demo, Caverunner (game); Protracker sequencing package, utility boot installer, poster fonts, CLI utilities.

PLUS FREE 24-page supplement: How to do-it-all on the Amiga

**JULY ISSUE**
Audio special, TFMX2, Vista Pro landscape generator, How it Works – Disks; Gravis Mousestick, digitisers head-to-head, education round-up, colour cycling explained.

Games: Pro Flight, PP Hammer, RBI Baseball 2, Life and Death, Frenetic, Prehistorik, Manchester United, Germ crazy, Hero's Quest, Crime Does Not Pay, Champions of the Raj. Tips: MegaTraveller, Hill Street Blues.

Disk one: Zombi (full-price game from Ubisoft), Manchester United demo, the best of Technosound.

Disk two: Technosound Turbo, PP Hammer playable demo, Brush 4D, House inventory program, colour sycling slideshow, chip checker.

**AUGUST I[illegible]** SOLD OUT
Get rich qu[illegible] with your Amiga, create your own logos, scanners head-to-head, Workbench Management System, Video One, Protracker 2.

Games: Thunderhawk, Cardinal of the Kremlin, Battlechess 2, Sliders, Swap, King's Quest 5, Elf, Moonbase, Armalyte, Lords of Chaos, Thunderjaws, Bill and Ted's Excellent Adventure, Hunter, Maupiti Island, Wild Wheels. Tips: Gods, Hero Quest.

Disk: Armalyte (playable demo), MM, Ping Pong, Star Trek Trivia (games), head cleaner, virus X, Tune of the Month, Screen of the Month, PPMore, PP Anim, Show Image, Formatter, Calckey, Fixdisk, Memclear, Keymacro, Amos Music Cycler, 48-point font.

**SEPTEMBER** SOLD OUT
How to che[illegible]mation, word processors head-to-head, beginner's guide to DPaint 4, Comms round-up, sampling explained, Genius Graphics Tablet, Fujitsi DL900.

Games: Utopia, Robin Hood, Rodland, Jimmy White's Snooker, Magic Pockets, The Simpsons, Nebulus 2, Alien Storm, Cruise for a Corpse, Head over Heels, Blade Warrior, Final Fight, Executioner, Gaunlet 3, Mega Lo Mania. Tips: Eye of the Beholder, Life and Death.

Disk: Amos 3D demo, Trix, Dad and Gravity Wars (games), Bartman animation, Bootblock Champion 3.2.1, Tune of the Month, Pointer animator, Kill Da Virus 3.

**OCTOBER ISSUE**
How to shade pictures, design your own hardware, samplers head-to-head, joystick round-up, computer graphology, successful DTP, Gajit's Sequencer, education round-up.

Games: Lotus 2, Midwinter 2, Lord of the Rings, Rolling Ronny, Flight of the Intruder, Silent Service 2, Alien Breed, Death Knights of Krynn, Last Ninja 3, Amnios, Barbarian 2, Moonstone, Sarakon, Monopoly. Tips: Mega Lo Mania and bumper tips round-up.

Disk one: RSI Demo Maker (complete program), Moonstone (playable demo), Superecho Audio Digitiser, Timeset utility.

Disk two: Lotus 2 (playable demo), Trippen amd Power Pong (games), Tune of the Month, Screen of the Month, Canon BJ10e printer driver.

**FREE SUPPLEMENT! 24-page** Essential Guide to Public Domain

**NOVEMBER ISSUE**
Games construction kit round-up, fine art on the Amiga, genlocks head-to-head, 24-bit colour, Amos 3D, Joystick testing, How-it-works – Lightguns, MED tutorial, Virus Guide.

Games: Heimdall, Terminator 2, Leander, Supaplex, Altered Destiny, Robocod, Grand Prix, Hudson Hawk, Boston Bomb Club, Pit Fighter, The Blues Brothers, Stratego, Monster Business. Tips: King's Quest V, Flight of the Intruder.

Disk one: Fuzzball (platyable demo), H-Ball and China Challenge (games); tune of the month, DPaint slideshow, Nuclear war sim.

Disk two: Cubulous (game), DLock protection kit, anti-click device, screen of the month.

**DECEMBER ISSUE**
Graphics extravaganza: Animated movies, make your own Christmas cards, how to become a games designer; plus hard drives head-to-head, what works on Workbench 2?, sound enhancers, clip art round-up, typing class.

Games: Birds of Prey, Robocop 3, Ultima VI, Epic, Knights of the Sky, Battle Isle, Microprose Golf, Devious Design, Rugby: The World Cup Vs Audiogenic Rugby, 4D Boxing, First Samurai, Populous 2, Star Flight 2, Smash TV, Hagar the Horrible, Double Dragon 3, Super Space Invaders, Pegasus, Mega Twins, Suspicious Cargo, Fate, Seven Colours, Cisco Heat, Shadow Sorcerer, Super Fulcrum, Final Blow, Volfied, Hard Nova, Captain Planet.

Disk one: An instant collection of 21 games, all of which are guaranteed to work on the all-new Amiga 500P!!

Disk two: Text Plus 2.2E, A fully-featured word processor; Christmas Clip Art, vdeo and audio cassette label-making program; FastDisk 2 disk space organiser; picture of the month and tune of the month.

**Perhaps the most versatile micro ever made, the Commodore Amiga is supreme in all fields of personal computing. If you're tired of simply**

# IT'S SIMPLY THE BEST

**saving Lemmings, Rik Haynes suggests some of the other options available...**

Welcome to the machine of opportunity. The possibilities of the Amiga really are limited only by your imagination. Within seconds you could be playing a game, creating stunning animated sequences or static art, composing some music, writing a letter, running a small business, producing your own fanzine... the list of options is almost endless. Everybody has the chance to get the best out of their Amiga. All that's needed to tap this huge potential for productivity and playtime is the right accessories. A little bit of practice can also help, of course! Luckily, hardware and software for the Amiga is readily available throughout the UK and the rest of the world. If you can be bothered, it's even possible to buy the latest gear in the bustling back-streets of Bangkok.

Over three million Amigas have been sold since the impressive introduction of this ground-breaking home computer back in 1985, when maverick artist Andy Warhol produced a portrait of sultry singer Debbie Harry on the Amiga using a prototype of EA's *DeluxePaint* art program at the Summer Consumer Electronics Show in Chicago. As the sales personnel were keen to stress at the time, 'Only the Amiga makes it possible'.

Surprising then, that the Amiga was originally intended to be the ultimate video games console but a series of events quickly changed that perception. After legendary chip designer Jay Miner and the rest of the engineering group at Los Gatos in California had finished, the whole project had blossomed into the ultimate personal computer. They'd even devised one of the strangest peripherals yet seen. The Joyboard was a joystick operated in a similar fashion to going surfing or skateboarding.

## IMPROVED

Instead of sitting on its backside, Commodore has continually expanded and enhanced the Amiga family of microcomputers. Today, you have the choice of buying an entry level A500 with *Bart Simpson* game and *DeluxePaint* graphics package (£400), a more up-market version like the A1500 (£1000) or the new CDTV multimedia



machine (£500). This latter option fuses the flexible visual technologies of the Amiga with the outstanding sound and storage capabilities of Compact Disc.

The recent decision to supply the standard A500 with one megabyte of memory has been greeted with glee by the thousands of programmers out there in coding land. These dedicated digital developers are always trying to push the boundaries of what's possible on your favourite slab of silicon. Many future games and utilities simply won't work on an Amiga with less than one megabyte of RAM. Don't say you weren't warned!

Now it seems we could be seeing a slightly cut-down version of the Amiga, with an extremely attractive price of below £200, sometime next year. Where will it all end, eh?

## INVALUABLE

Once you've actually used an Amiga it's difficult to conceive of how you ever managed before the beast actually arrived. Little wonder then, that it's the darling of creative people on tight budgets. The resulting images and sounds, and sometimes the Amiga itself, can be seen in cheap movies and television shows including The Chart Show and Neighbours.

Possibly the most outlandish use of the Amiga so far has been by trendy DJs across Europe. Lasers effects are apparently no longer enough to satisfy the techno lusts of energetic nightclub ravers. Dancefloors, surrounded by expensive Sony monitors and fed by Amiga fractalvision, pump out visual noise in rhythm to the beat of hardcore grooves from the likes of The Prodigy, N-Joi and Bizarre Inc.

Most productivity applications and activities require a more meaty machine than the one sold in the Cartoon Classics bundle. The most likely upgrade route is taken by purchasing an extra floppy disk drive (approximately £50) or hard drive (around £250), decent monitor (from £300) and additional memory (around £50 per 512K of RAM). With such a system setup, you shouldn't have any problems waiting for your favourite program to strut its stuff. Commodore will shortly be launching an add-on CD-ROM drive (£TBA) allowing you to try CDTV product on your Amiga.

## MULTI-COLOURED DREAMBOAT

With a palette of over 4096 colours and multifarious display modes to have fun with, creating graphics is easily the most popular use for the Amiga. An incredible diversity of packages are available,




The range of add-ons and peripherals for the Amiga is vast. Extra memory, fractal generators, graphics packages, light pens, light guns, extra drives, cabinets, synthesisers, video-packages and digitisers are just some of the equipment that's readily available.









**DO IT YOURSELF** **If you're still not satisfied with the range of software available on the Amiga, why not program your own? It's easier than you think, especially with something like Europress Software's award-winning *AMOS* (£50) program. *AMOS* has quickly established itself as the leading programming language for the Amiga before attempting the hassle of machine code. It lets people concentrate on the design of a game, utility or demo without worrying too much about how any fancy audio-video effects like moving animated sprites and screen scrolling are actually achieved. You'll require a workable understanding of BASIC programming before you start on your first epic, though. If you think you can handle the Amiga without any aid from clever programmers, look no further than Action Replay II (£60) from Datel Electronics. With this cartridge, you're able to examine memory and hardware registers, edit programs and look for pictures, sprites and fonts. The novice is able to disassemble programs, make notes on what you find, generally mess around with the way they work and thus discover the tricks of the trade.**

ranging from ordinary paint and animation programs to sophisticated video titling software and genlock hardware enabling you to overlay text and graphics over your own home videos.

*DeluxePaint IV* by Electronic Arts (£90) is easy to use, has everything you need to conjure up some gorgeous graphics and is, therefore, the most popular paint and animation product released on any micro. The *Disney Animation Studio* (£100) concentrates on the more traditional methods of animatics and cartooning. If you're after more life-like images, take a look at some of the ray tracing titles out there such as *Sculpt 4D* (£250) and *Sculpt 4D Jr* (£80). Using some complicated calculating routines, the way rays of light bounce off objects can be mimicked, making them look far more realistic.

If the best sort of sprites and backdrops you can achieve still wouldn't look out of place in a kid's nursery, perhaps you should invest in a video digitiser of some sort? These handy gadgets can turn ordinary photographs or footage from video tape into a picture inside your Amiga. There is an almost bewildering array of such devices currently on sale. Digi-View Gold (£150) from NewTek is highly recommended because of excellent results and its complete software control over such important aspects as brightness, sharpness, resolution and palette. Digi-View Gold digitises in all the Amiga ➤

## IT'S SIMPLY THE BEST

graphics modes from 320x256 up to 768x592 and uses 2 to 4096 colours including halfbrite mode. Video Digitiser II (£90) by Datel Electronics can grab a frame of video in 1/50 second using 4, 8 or 16 grey levels. Rombo also produces an impressive widget, Vidi-Amiga (£180), which is widely regarded as the best video frame grabber for the price. Images can be grabbed from either colour video camera or VCR decks with this one.

### TOASTING

All these grabbing gizmos have given rise to a lucrative spin-off industry called Desktop Video. NewTek has taken the whole concept to totally new heights with the Video Toaster. If you've got £1300, two monitors and 5MB RAM to spare at the very least, this powerful Amiga accessory produces digital video effects normally found in £50,000 TV studios. These include advanced 3D animation software for things like flying logos and fog, genlock, frame grabber, character generator, 16.8 million colours, variable motion blur, fast photo-realistic rendering and jog shuttle control. This baby is good enough for broadcast use and took over four years to develop.

Such visual treats would be pretty limp without audio accompaniment, right? No problemo. Your Amiga excels at producing superb music and sound effects.

Have you ever wondered where all those funny or familiar audio FX comes from in a good game? These real sounds are referred to as sampled because they were originally taken from a normal sound source connected to your Amiga with a sampling device. It's the computer equivalent of a cassette recorder except you can perform all sort of tricks, like altering the tempo and adding reverb, on the sound once it has been sampled. Unfortunately, these wonderful samples requires large amounts of memory so they have to be kept short. Nearly everybody involved with the Amiga sells their own type of sampling hardware and software so you're absolutely spoilt for choice. FutureSound 500 (£90) is expensive, especially when considering the primitive software support, but produces crisp samples when used with a top notch editing program like *AudioMaster III* (£90). Microdeal offers the cheaper Master Sound (£40) complete with some nifty programs like a sequencer and musical keyboard emulator. Finally, Mini Sampler (£25) from Datel Electronics and Evesham Micros' Stereo Sound Sampler (£30) can hardly be beaten in terms of price.

### INEXPENSIVE

Real bargains can be found in Public Domain libraries, this is cheap software where the author forgoes the profits of publishing but may expect about £10 from you if the program is kept and used. This will usually provide you with extra documentation and upgrades in the future. Apart from the large selection of graphical demonstrations, primitive games and such like, there are many excellent PD utilities which enable you to combine sound samples into music compositions. The most notable of these, *Noise Tracker* and *MED*, cost around £2 each and put most so-called professional programs to shame. MED 3.0, in particular, is a brilliant music composition package from Finland which can load at least 64 sounds samples into the memory at once and display music in traditional notation. It also incorporates a sample editor and MIDI sequencer.

Standing for Musical Instrument Digital Interface, MIDI is a very practical solution to controlling synthesizers, drum machines and other musical instruments using your Amiga. By simply connecting a maximum of sixteen MIDI-compatible instruments to a MIDI interface (£30) attached to the back of the Amiga, you can run some special sequencing software to create any sort of music from the latest dance-tracks to more classical works. *Music X* (£100) is probably the most widely used sequencer on the Amiga. With *Music X* you're able to turn your machine into full music studio. For the beginner there is also a cut-down version, *Music X Jr* (£50). *Bars and Pipes* (£200) is easier to use than the *Music X* series and *Bars and Pipes Pro* (£250) includes such features as a mixing desk and the ability to display music notation. There are plenty of MIDI applications available from any good PD supplier, too. Gemini

**OUT OF THIS WORLD** **And now for something completely different... *Vista Pro* (£80) is a fractal generator able to recreate photorealistic landscapes with natural-looking mountains, coastlines and lakes for inclusion into your own pictures and programs. With it, you're able to transfer fractal-generated graphics into *DeluxePaint* or save landscapes as 3D images and import them into a ray tracing package like *Sculpt 4D*. This extraordinary program by Hypercube Engineering uses the computational formula invented by Professor Benoir Mandelbrot, a prominent mathematician at IBM in New York. Fractal graphics have so far been put to best use in military simulators and Pixar's spectacular planet genesis sequence for the Star Trek II: The Wrath of Khan movie. Warning! *Vista Pro* requires about 3MB RAM to run properly. Psygnosis make extensive use of fractals in the *Planetside* demo supplied 'free' with the CDTV.**




**There are a huge number of joysticks on the market which range in price from about £5 to more than £100! Try as many different types to find the one that suits you.**

Shareware is one of the many PD stockists with editors, utilities and sequencers for all the popular MIDI synths on the market. Don't worry if you're not another Mozart or Jean Michael Jarre, Island Digital is selling a range of ready-made 'Hands On' MIDI sequences (£20) for popular tracks like Michael Jackson's Bad and Hanky Panky by Madonna.

Alternatively, Mindscape is offering you a chance to play the piano without the hassle of formal lessons. Already enthusiastically featured on the enduring BBC 1 show Tomorrow's World, the Miracle (£300) is a complete system with full MIDI musical keyboard and easy to understand software which will teach you how to play the piano within a matter of hours. Mindscape intends to further the Miracle by releasing 'Play Along' programs over the coming months.

## ANTI-LEMMINGS

On a fun note, The Sickness Simulator from Strictly PD, features noisy samples of a cough, sneeze, burp, fart, groan and so on. Talking of PD, you cannot really afford to miss the excellent work of artists Tobias Richter and Eric Schwartz. The latter person is best known for his utterly fantastic *Anti-Lemmings Demo.* Even the boss of Psygnosis was blown away by the immense quality shown by this American teenager. Also from this talented and very humorous animator we have *A Night at the Movies, Juggette II, Space Shuttle* and *Stealth Fighter. Walker* is another famous Amiga demo where a giant AT-AT armoured vehicle from The Empire Strikes Back movie comes to life before your very eyes.

More everyday mundane tasks like writing a letter, teaching the kids how to recognise colours and shapes, or running a small business can benefit from an injection of Amiga magic.

With any good Word Processor or Desktop Publishing package you can bring your words and graphics together to express yourself like never before. With *Pagestream 2.1* (£200), for example, you can create anything from simple Christmas cards to sensational business brochures. Here you see a representation of the page you're working on, and you can move text and pictures around, enter headlines, and so forth. *Professional Page 2* (£250) is the number one choice for serious Amiga publishers. Meanwhile, a package like Genisoft's *Proclips* (£25) is a diverse collection of clip art to enliven the pages designed with your favourite DTP package. Arnor's *Protext 5.0* word processor is fine if you

**The Amiga range is continually expanding. Already we've got the A500, A500P, A100, A1500, A2000 and the A3000 and the Amiga CDTV. In the pipeline is a cut-down version of the A500, tentatively titled the A300, which should be available at the knock-down price of £200. There's also a rumour of a new A4000, and we'll bring you more news as soon as we've got it.**









don't need the extra facilities provided by a Desktop Publishing program. It has an in-built spell checker with over 110,000 words and supports many languages including Albanian, Czech, Dutch, English, French, German, Hungarian, Italian, Latin, Norwegian, Polish, Rumanian, Spanish and Welsh. Don't forget you'll need to add a decent printer to see the results of your labours. Prices start at around £120 to over £1200 depending on the print quality and time it takes to reproduce a page of text and/or graphics. Like most things, you get what you pay for – but the Star LC-20 (£200) and Seikosha Notebook (£430) are just two of the many workhorses available to you. One thing to remember, more exotic printers can be a real pain to connect to your Amiga. Make sure the correct 'Printer Driver' software is available for the one you choose. Scanners are another useful peripheral for people into Desktop Publishing. These gadgets, like the Golden Image Scanner (£200), can transfer photographs and pages from books into your Amiga as a picture file. Here, you must watch out for a good dpi capability (Dots Per Inch) rating. Most scanners have a range of 100 to 400 dpi. The higher the number, the clearer the image that will be replicated.

## ALL MOD COMMS

Those with a hint of wanderlust might like to try a modem and to communicate with other Amiga users around the world via the telephone. Mind you, remember it's not one of the cheapest ways to make new friends. Emulation is another way to expand your horizons beyond the frontiers of the Amiga. The trouble is, it's very hard to simulate another computer system and use the software available on that machine. Very few, therefore, achieve any degree of success. Perhaps the only ones that come close are AtOnce (£200) for IBM PC emulation and A-Max (£170) which approximates the functions of an Apple Macintosh.

Wow! We hope this brief overview of the opportunities out there has prompted you to rethink the way you could use your Amiga in the months to come. There are just so many options freely available to you, that it can quickly get very confusing and frustrating. That's why CU AMIGA brings you the essential information you need to make the right purchasing decisions. Whether you're a Pixel Picasso or MIDI Maestro, there's always a range of new products under review and useful hints and tips to follow every month.



The digitised image above becomes the realistic cartoon painting on the left after tracing.

**If you've ever wondered what Workbench is all about, here's your chance to find out once and for all.**

# WORKBENCH WORKOUT

**Mat Broomfield elucidates.**

Though you may only use your Amiga for games, you're bound to encounter Workbench at one time or another, even if it's just to format a disk. However, there's a lot more on offer than that, especially now that the new 2.0 operating system has been released. As we take a detailed look, you'll soon discover that controlling your Amiga can actually be a simple and enjoyable past-time!

The first thing you'll need to do is load Workbench, so reset your computer and put the Workbench disk into the disk drive.

When it's loaded, you'll be presented with the main Workbench screen. This is blue if you're using a 1.3 Amiga or older, and grey if you're using a 2.0 machine such as the Amiga Plus (A500P).

## ICON SEE YOU

At the side of the screen are two small disks, known as icons. The top one is labelled 'Ram Disk', and indicates an area of memory where you can temporarily store data. Any information stored in the Ram Disk is lost when the computer is turned off for more than thirty seconds.

The other icon is either named Workbench 1.3, or Workbench 2.0, and it represents the disk that you loaded the Workbench from.

You'll also notice that there's a small red arrow on the screen, which is called a pointer, and is moved around using the mouse.

If you move the pointer so that it's on top of the Workbench icon, then press the left mouse button twice quite quickly (double-click), a box (known as a window) will open up containing lots more icons.

Although any picture can be used as an icon, it's what they do that matters, not what they look like.

There are five main types of icon and each represents a different sort of information.

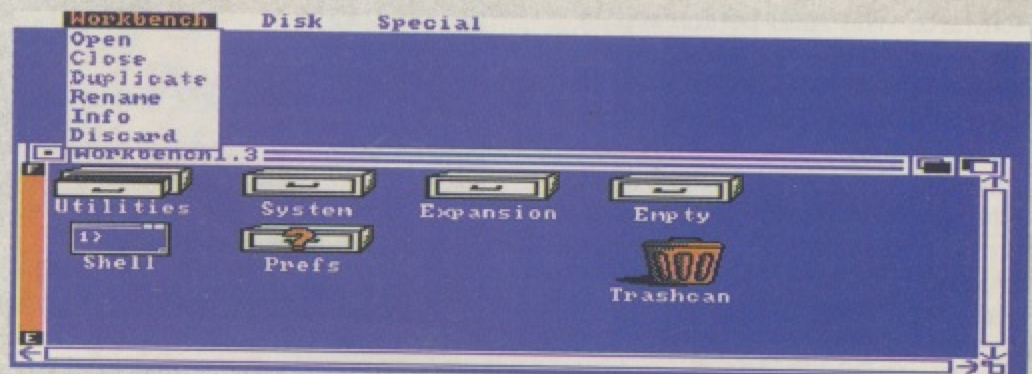
The first type is called a Disk Icon, and both the Workbench and Ram Disk icons fall into this category. Disk Icons are used to indicate logical devices such as floppy and hard disk drives and specially assigned areas of memory etc.

Whenever you double-click on a device icon, a window will open showing you the contents of that device.

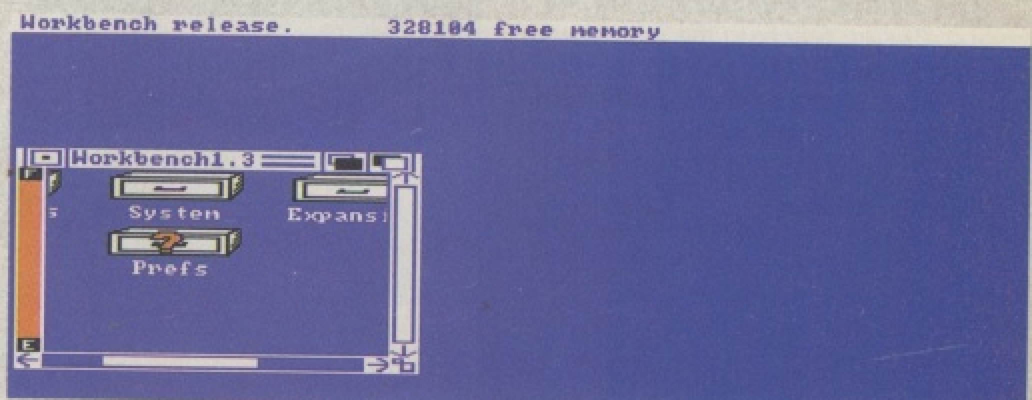
The second is called a Drawer or Directory Icon, and works in a similar way to the Disk icon. A directory is the computer equivalent of a folder in a filing cabinet. It doesn't actually tell you any information itself, it's just a receptacle which contains related files. Unlike a filing cabinet, the computer's also capable of storing folders within folders. A directory inside another directory is called a sub-directory, and is considered to be the child of the directory it's in.

By double-clicking on a Directory Icon, a window is again opened to show you its contents.

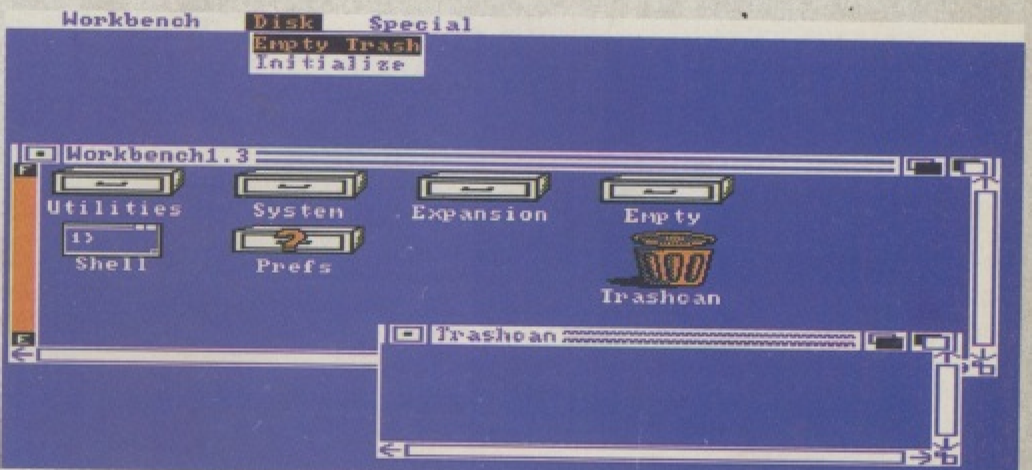
The next type is called a



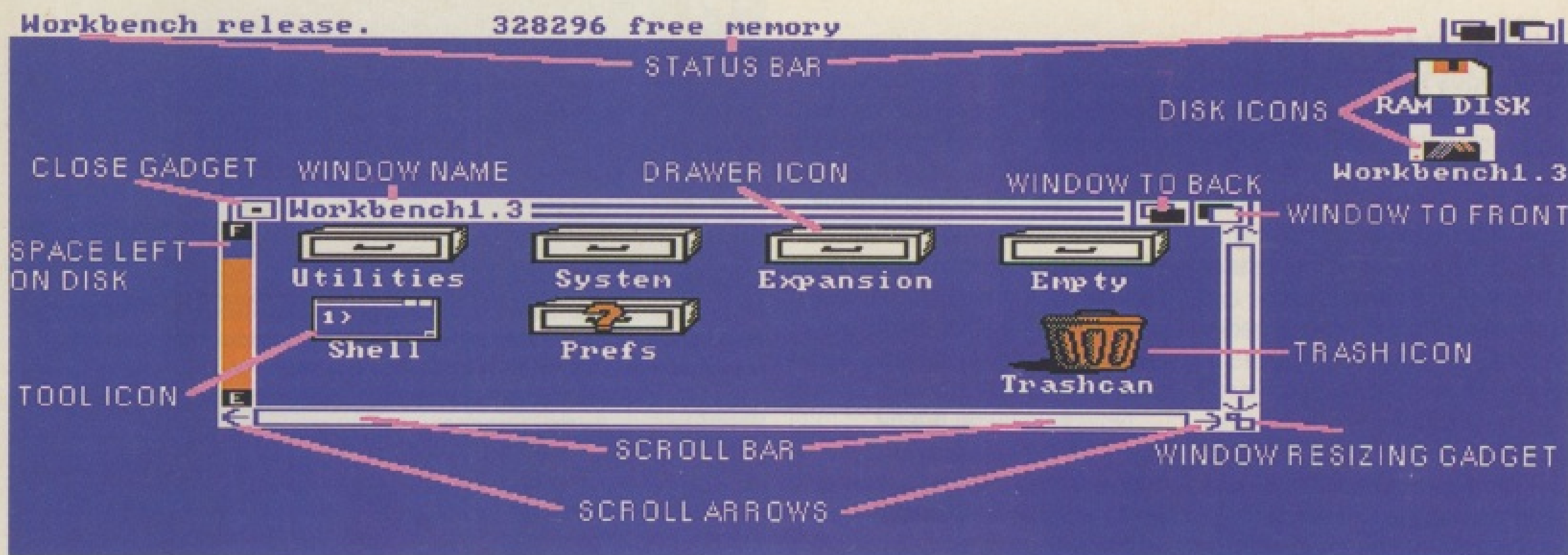
Click on an icon then select 'open' to activate it.



The scroll bar only occupies half of its box indicating that there's a lot more icons out of sight.



Files placed in the Trashcan will be destroyed once you select the 'Empty Trash' option.




Tool Icon, and it represents any program which can be loaded by double-clicking on it. Some programs can only be loaded from CLI, and although they may still have an icon, trying to load them will generate the error message 'Unable to open tool xyz' (xyz is the name of the program).

The Project Icon is used for any saves that you might make, from a word processor or art package for instance. When you double-click on them, Project Icons will automatically attempt to load the program that they were created with, and then load into that program. For example, if you clicked on the Project Icon for a text file that was created using *Wordworth*, it would automatically load the word processor before loading your file into it.

The final icon type is called Trash, and is used for the Trashcan on your Workbench disk. It represents a directory that can't be moved into another drawer (unlike the previous three icon types).

## A WINDOW ON THE WORLD

If you take a moment to look at the window containing the icons, you'll see that it has a number of characteristics as well. For starters, the window has a thick border around it which displays various types of information.

At the top of the window there's a name: Workbench1.3 or Workbench2.0 in this case. This indicates the name of the icon that was double-clicked to open the window in the first place.

To the left of the name is a small square with a dot inside it. This is called a 'Close Gadget' because if you move the pointer over it and click with the left mouse-button, it closes the current window.

To the right of the window name are two further gadgets connected with positioning and sizing of the window. These gadgets look and function differently on machines with 1.3 or 2.0 operating systems.

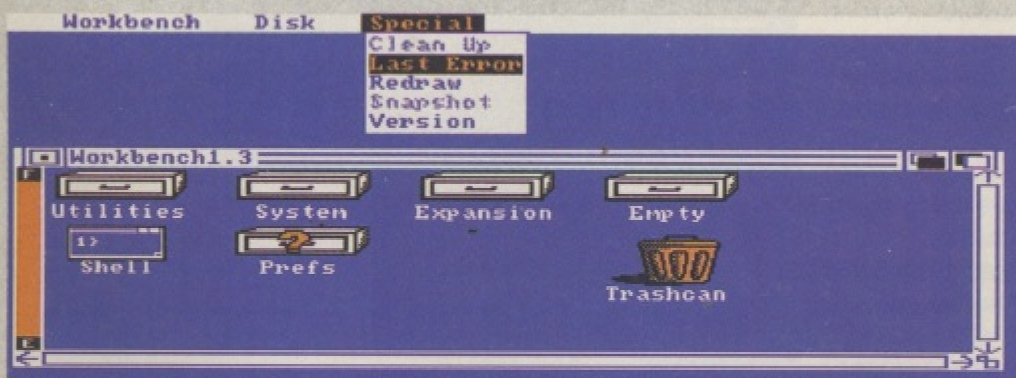
On a 1.3 Amiga, the gadgets look like two differently coloured over-lapping rectangles. They both adjust the positioning of the window in relation to other windows which you may have opened. If you click the gadget with the dark rectangle to the front it pushes the current window behind any other windows that may be open. The gadget with the light rectangle to the front performs the opposite function.

On a 2.0 Amiga there's still one over-lapping rectangle gadget, but the other one has been replaced with a picture of a white square inside a blue one.

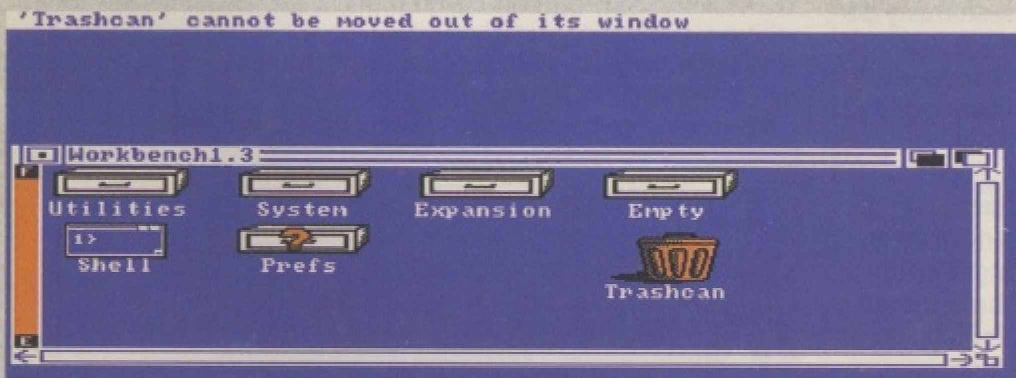
If you click on the over-lap-




Double clicking on an icon either loads a program or opens a window.




Select 'Last Error' and the most recent error message will be displayed in the Status Bar.




The error message confirms that Trashcan icon cannot be moved out of the window.

ping rectangles, it either brings the window to the front, or pushes it to the back of the screen according to its current status. If you click on the other gadget, the window is automatically reduced or enlarged so that you can either see other things on the screen, or see more of the window you're working on.

Filling up the entire right-hand side of the window is a box capped at each end with arrows. Sometimes when a window is open, there are more icons than can be displayed at one time. Any icons which can't be displayed still has a position relative to the other icons, they're simply out of sight. Consider the windows of your own house – just because much of the terrain outside is out of view doesn't mean that it ceases to exist!

By clicking on either of the arrows, you can move the window's position relative to the various icons.

Between the two arrows there's a bar known as a 'Scroll Bar' which can be used as a quicker way of moving the window around. If you click on the scroll bar with the left mouse-button and keep the button held down, you can move the bar up and down within the box. The scroll bar itself represents the currently visible window, and the box represents the total amount of information to be displayed. For example, if the scroll bar half fills the box it means that the current window is equivalent to half of the total vertical area that the icons occupy.

Running horizontally along the bottom of the window, you'll notice another set of arrows complete with scroll bar. These work in exactly the same way laterally as the vertical ones.

In the bottom right of the window there's a small gadget for resizing it. If you click the pointer on it, keeping the button pressed, you can increase or decrease the size of the window.

The final element of a window can be found along its left-hand side, where you'll notice a gauge with an 'F' at its top and an 'E' at its base. This is only found on windows which were opened as a result of clicking on a device icon because it shows how full or empty the current device is. In most cases this only refers to a disk, but it can also be used to indicate spare memory.

2.0 users will notice that this is absent on their version of Workbench, but if you look to the right of the window name, you'll see a more detailed description of the current device.

Now that we've briefly explored the anatomy of a window and the purpose of icons, we'll move on to look at menus and how they work.

## MENU SELECTIONS

Press the right mouse button and hold it. You'll notice that the top of the screen changes to display a number of words. These words indicate that one or more options relating to that heading can be found there. Still holding the button down, move the pointer until it's on top of one of the words. The word should become highlighted (change colour), and a list of words should appear below it. These are the options that I mentioned. Without releasing the button, slide the pointer down the list of options. As the pointer moves over them, some may become highlighted themselves, or still further options may appear to their side. Many of the options will appear to be written in faded letters, and cannot be selected. This is called 'Ghosting' and the computer does it to indicate that those options are not currently available.

If you wish to select an option, simply move the pointer onto it so that it becomes highlighted, then release the right-mouse-button.

We're going to take a closer look at the different Workbench options now, but because there are so many differences between 2.0 and 1.3/2 Amigas, we'll examine each one in turn starting with the 1.3.

## 1.3 MENUS

The 1.3 Workbench contains three menu headings: Workbench, Disk and Special.

The Workbench menu contains all of the options pertaining to individual files. Here's how they work:

**Open:** If you you select an icon (by clicking on it once)

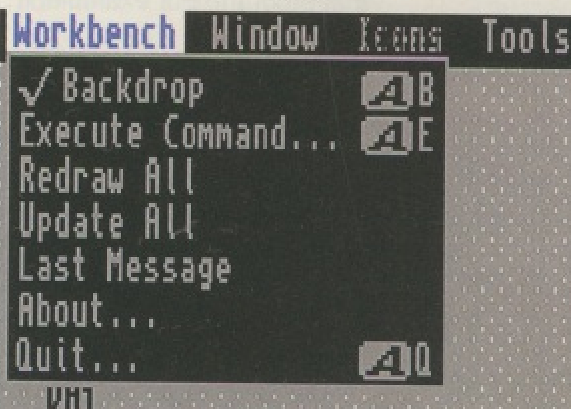
Amiga Workbench 964384 graphics mem 1823840 other mem



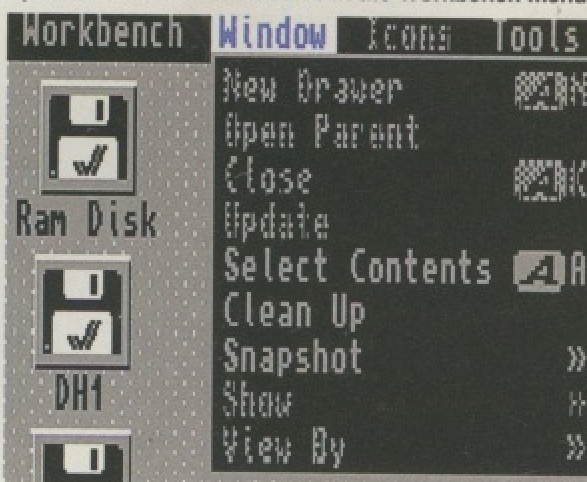

Workbench 2.0 places the icons on the opposite side of the screen to its predecessors but they function in the same way.



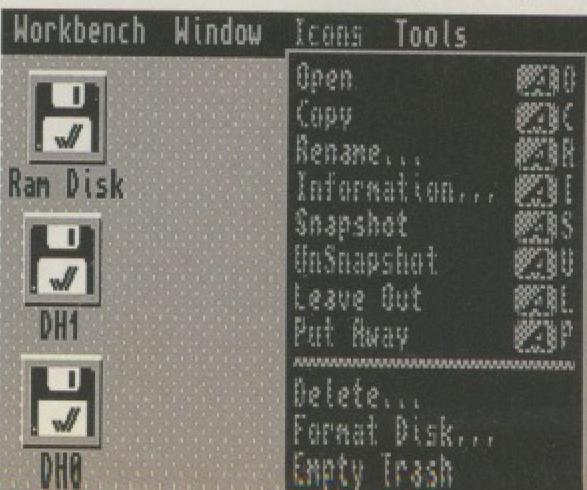

The background and windows can be filled with user-defined patterns under the new 2.0 operating system.

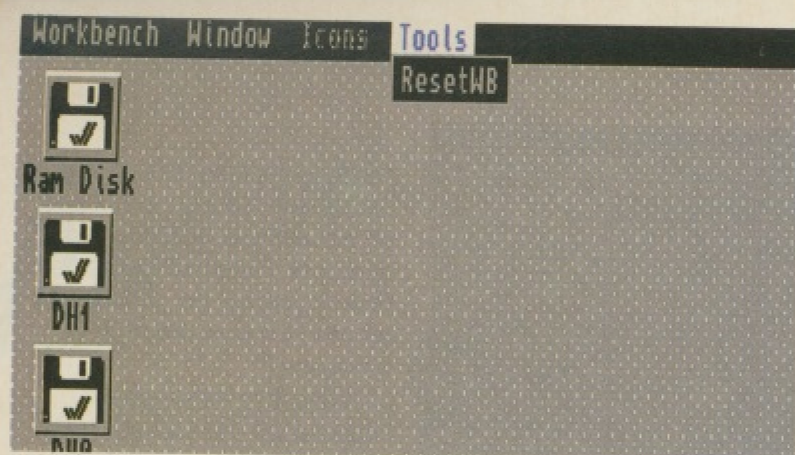



Many menu options also have shortcut keys which can be used to speed up selections. There are three in the Workbench menu.

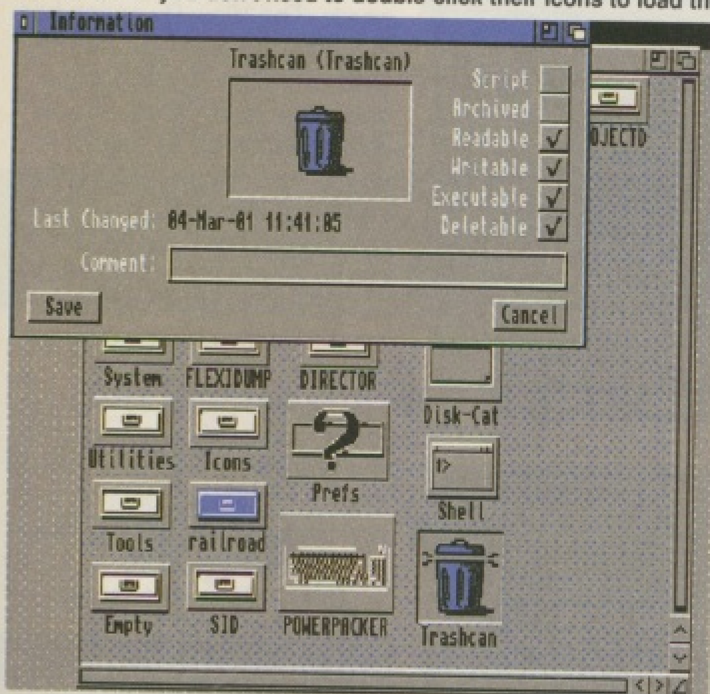



The 'Window' menu contains many options to improve the lay-out of your windows. Particularly useful is the Clean Up option which automatically arranges all icons into neat rows and columns. This is used in conjunction with the Snapshot option which saves your designer windows to disk.

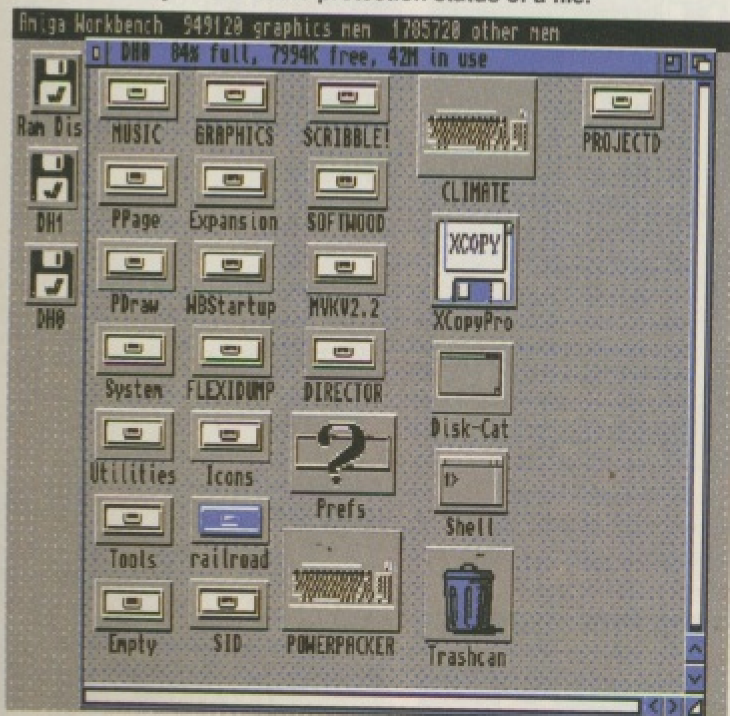




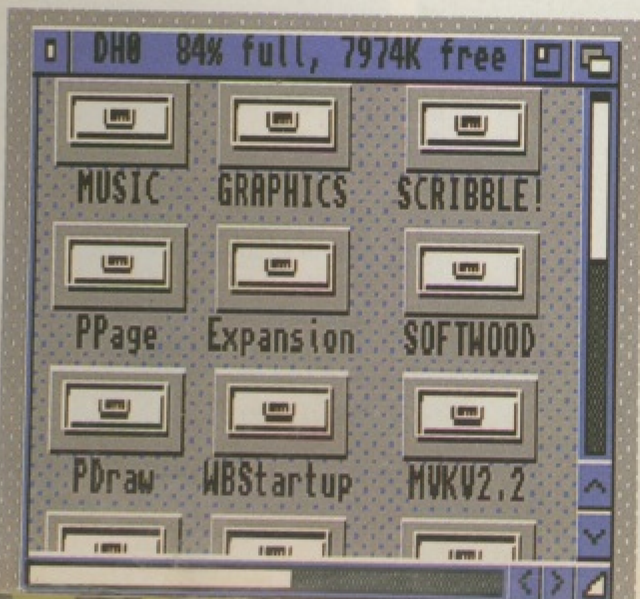

Some software packages allow you to add additional options to the 'Tools' menu so that you don't need to double-click their icons to load them.




Click on an icon then select 'Information' to find out more about it. This is the easiest way to check the protection status of a file.




Workbench 2.0 is far easier and more intuitive to use than earlier versions. Many of the tools utilize completely re-written commands which are based on the ARP library.




and select Open, it performs the same function as if you'd double-clicked the icon. ie, it either opens another window, or attempts to load a program.

**Close:** Once a window has been opened, it can be shut by selecting its icon then selecting close.

**Duplicate:** Allows you to make a copy of a program or drawer. Select the icon of the item to be duplicated and select Duplicate from the menu. A file will be created called 'Copy of... whatever'. Note, if you want to make a duplicate of a program on a disk, as opposed to one in memory, the disk must be write-enabled.

**Rename:** Select a file or drawer then choose rename to change its title.

**Info:** As described earlier, each icon has specific characteristics which can be shown by first selecting the icon then Info. Info also gives details about the protection status of a selected icon, and allows you to make programs non-deleteable for instance.

**Discard:** This option provides you with a quick way to permanently erase unwanted files etc. Select the item to be destroyed then choose the Discard option from the menu to kill it.

There are two options in the Disk menu: Empty Trash and Initiallize.

**Empty Trash:** If you wish to delete a lot of files, it may be quite time consuming to use the Discard option for each one. If you double-click on the Trashcan icon, a window will open which represents the inside of the 'can'. By clicking on an icon and holding the button down, you can drag unwanted files into this window, then when you're ready to delete them all select the Trashcan icon and choose Empty Trash to erase everything in one swoop.

**Initialize:** This is just another word for format. When you buy a blank disk it is 'raw' and unready for use on the Amiga. Before it can be used it must be converted into a special format which the Amiga can understand. By inserting the new disk, then selecting its icon and initiallizing it, the disk is transformed into something that the Amiga can read and write to.

The Special menu contains miscellaneous commands which, among other things, help you to keep the appearance of your Workbench screen tidy.

**Clean Up:** When a window is first opened, selecting Clean Up will cause all of its icons to be arranged neatly within it, thus saving you the chore of having to do the job by hand.

**Snapshot:** Once the icons in a window are arranged as you want them, selecting Snapshot with the window selected, tells the Amiga to save that layout. Whenever the window is opened in future, the icons will be presented exactly as you 'snapped' them.

**Last Error:** Occasionally the Amiga generates error messages telling you that something is wrong. If you didn't notice a message that was flashed up on the screen, selecting Last Error will re-display it.

**Redraw:** If a window has been corrupted for some reason, Redraw attempts to restore it to its former condition.

**Version:** Selecting this option displays the version numbers of both your Kickstart and Workbench.

## 2.0 MENUS

Workbench 2.0 features many enhancements over previous versions, and its four menus are the first to reflect these improvements.

**Backdrop:** Unlike its predecessors, Workbench 2.0 opens a window to display all icons, including device icons. By selecting Backdrop, the window can be switched off so that these icons appear on a standard backdrop.

**Execute Command:** This open up a small requester into which you can type CLI commands. This saves you time because previously you would have had to open a Shell or CLI window to do this.

**Redraw All:** Similar to the 1.3 Redraw command, Redraw All simply attempts to refresh any corrupted areas of the screen.

**Update All:** Sometimes information in one window is not displayed because another window has taken precedence. Selecting Update All causes all windows to be redrawn, and all information in them to be updated.

**Last Message:** Whereas the Last Error option of Workbench 1.3 only displayed ➤

the previous Error Message, Last Message will re-display any message which you may have just missed.

**About:** This is exactly the same as the 1.3 Info command as it provides you with information about the Kickstart and Workbench Versions that are currently in use.

**Quit:** This much needed option allows the user to shut down the Workbench, freeing any memory that it may have been using. This option should be used with care, because unless a Shell window is left open, you can't return to Workbench once you've selected this.

Unsurprisingly, the Window menu contains options relating to windows and items within them.

**New Drawer:** This creates an empty directory in the current window.

**Open Parent:** When I talked earlier about directories and sub-directories, I mentioned that a sub-directory is considered to be the child of its host directory. Because you can close a main directory window whilst its child is still open, Open Parent will re-open it.

**Close:** This shuts down the active window and performs the same function as clicking on a window's Close gadget.

**Update:** When the contents of a window have been altered as a result of a CLI, Shell or other operation, the updated contents would not usually be displayed until that window is closed and re-opened. Update simply performs this function for you.

**Select Contents:** Occasionally you may wish to select all of the icons within a window. Although you can achieve this via a number of extended selection methods, the easiest way is simply to choose the Select Contents option.

**Clean Up:** Again, this option performs the same basic function as its 1.3 counterpart, but it's been made more flexible in the way that it works. Whereas under 1.3 Workbench the Clean Up option only worked as soon as a window had been opened, it can now be used any time to tidy up the icons within the active window.

**Show:** Because files don't necessarily have to have an icon. there may be a number of 'hidden' files within any directory. Select show and all false icons will be temporarily created for files which don't have one.

**View By:** Although the Workbench defaults to show all files by icon, you may prefer to see them displayed in words. The View By option has four sub-choices: Icon, Name, Date and Size. If you choose one of the latter three, all files will be displayed as text, but sorted according to the choice you made. For instance 'View By Date' will generate a chronological list of files, with the oldest at the top, and the most recently created at the bottom.

The third menu, called Icons, is roughly equivalent to the Workbench menu of 1.3 systems in that it contains options for manipulatin g individual icons and files.

**Open: Copy: Rename: Information:** These four options work in the same way as their 1.3 counterparts, so read the Workbench menu section for more details.

**Snapshot:** This saves the position of the selected icon or icons to disk so that whenever its window is opened, it's in the same position.

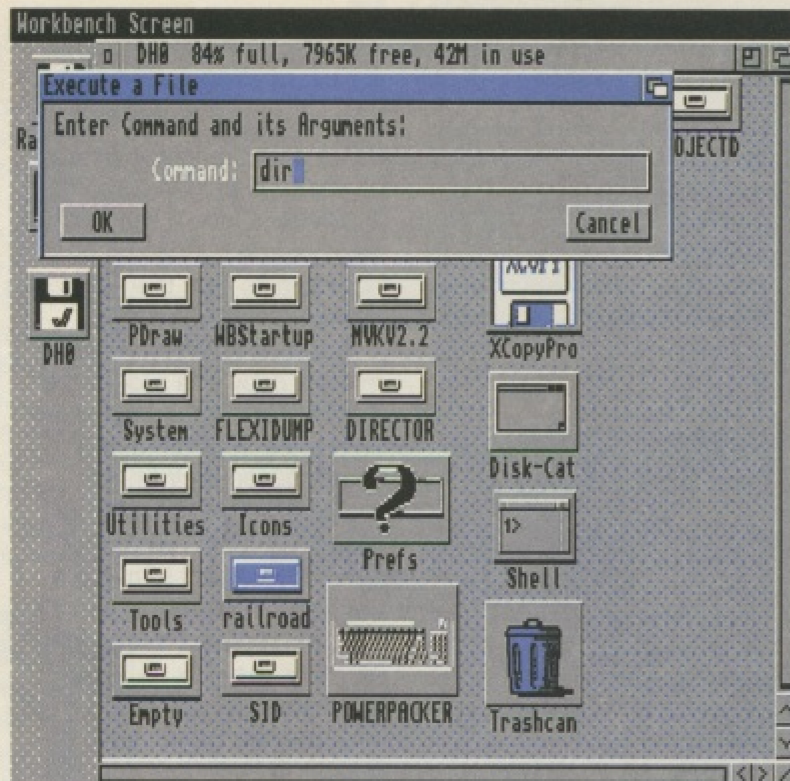
**Unsnapshot:** This allows you to over-ride the position of an icon. If the icon is not snapshotted again, the Workbench will position it where it wants when the window is opened in future.

**Leave Out:** Using the Leave Out option, an icon can be moved outside its parent window and placed in the Workbench window. Although its associated files will remain where they were, the icon will be permanently displayed on the Workbench window unless they are...

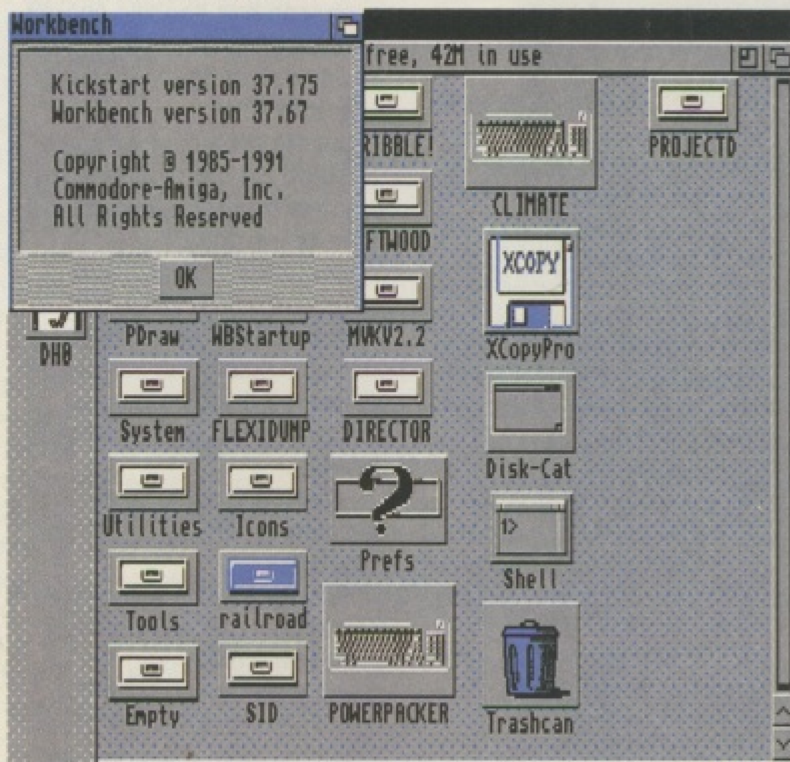
**Put-away:** This restores an icon to its original location after it's been moved using the Leave Out option.

**Delete:** Allows you to erase files from the disk, memory etc.

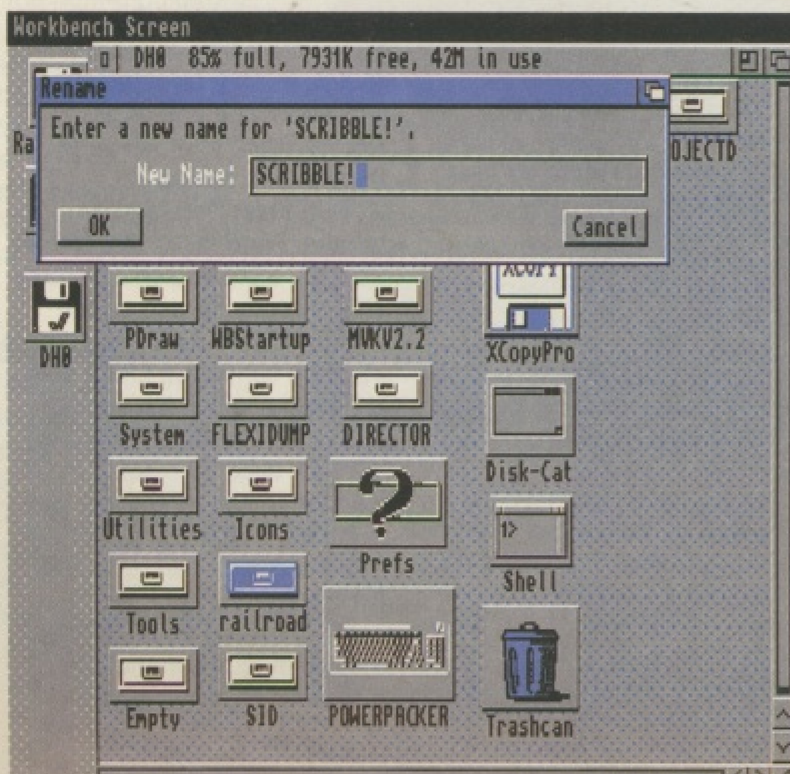
The Tools menu is unique in that it's the only one that you can add items to. For programs which support this feature, it means that they can be loaded via this menu option without having to open a window and double-click on their icon.




With the 'Execute Command' CLI commands can be used without having to open a Shell or CLI window.




'About' simply gives information on the versions of Workbench and Kickstart that are currently in use. Most programs which include this option also give details about the software's author and copyright holder.






# STARTING OUT

**Controlling your Amiga can be wonderful – but before you can learn to program, you'll need to know how your computer starts up. . .**

Regular readers will recall that we showed you how to write your own startup-sequences back in the June '91 issue of CU. With so many new readers joining us, we thought that we ought to go right back to basics and explain how the Workbench startup-sequences work.

A startup-sequence is a small program present on many disks, which the Amiga looks at to receive further instructions on how to configure the computer and load the contents of the disk.

## HEART OF THE MATTER

The startup-sequence can be found in the S: directory of a disk and generally only contains the minimum number of commands required to run the programs on it. The Workbench startup-sequence is something of a showpiece because it contains many commands which are not needed for normal Workbench operations. This makes it an ideal place to learn about the subtleties of startup-sequences.

Let's begin by taking a look at the startup-sequence that comes with Workbench 1.3.2. The line numbers (1-18) are for reference only:

WORKBENCH 1.3.2 STARTUP-SEQUENCE

```
1. C:SetPatch >NIL:
2. Addbuffers df0: 10
3. cd c:
4. echo "Amiga Workbench
   Disk (UK). Release 1.3.2
   version 34.28"
5. Sys:System/FastMemFirst
6. BindDrivers
7. SetClock load
8. FF >NIL: -0
9. resident CLI L:Shell-Seg
   SYSTEM pure add
10. resident c:execute pure
11. mount newcon:
12. failat 11
13. run execute s:StartupII
14. wait >NIL: 5 mins
15. SYS:System/SetMap gb
16. path ram: c: sys:utilities
    sys:system s: sys:prefs add
17. LoadWB delay
18. endcli >NIL:
```

## WHAT IT ALL MEANS

Now I'll explain what everything means in a bit more detail;

### 1. C:SetPatch >NIL:

Because it's a disk-based machine, the Amiga requires a Disk Operating System (DOS) to allow users to control the way that information is transferred to and from the disks. Unfortunately the DOS of both 1.2 and 1.3 Amigas had a number of minor errors in it. Because the DOS is permanently stored in Read Only Memory chips (ROMS) users can't easily replace them for corrected versions.

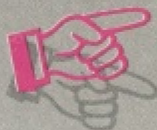
A solution has been created in the form of a systems patch. This patch essentially attaches itself to the Amiga ROMS and substitutes the faulty programs with corrected versions. The Setpatch command is used to activate the systems patch so that everything works properly.

### 2. Addbuffers df0: 10

When you need to find out what's on a disk you call up a contents directory. This directory is loaded from the disk, and shows you all programs at a specified level. The Addbuffers command is used to create memory buffers so that when a directory is requested, that information can be stored temporarily. If the user then requests the same directory a little while later, the Amiga doesn't have to waste time reading that information from the disk because it's already stored in memory.

Each buffer is 512 bytes (half a kilobyte (K)) long. Although the Workbench startup-sequence sets up ten buffers, if you have the memory, 20-25 buffers will make your Amiga far more efficient.

You should note that each disk










## HOW TO LOAD THE STARTUP-SEQUENCE

**Insert your Workbench disk and when it's loaded double-click first on the Workbench icon, then on the shell icon. In the Shell window type ED s/startup-sequence. This will load the file from disk into a utility called Ed, which allows you to view or change the file.**

**When you've finished looking at the file press escape then either type Q <return> to quit, or sa <return> to save then quit.**

**Warning! Don't save on the original Workbench disk. If you want to experiment with the startup-sequence, copy the disk first then use that.**

drive must have buffers assigned specifically for it, and the Workbench only sets up buffers for the internal drive (df0:). If you want to create buffers for a second drive, you'll have to use a command something like Addbuffers df1: 25.

### 3. cd:c

Although you can store a lot of information on a disk, that information doesn't all have to be stored in the same place. To make retrieval of information easier, files which are related can be grouped and placed into 'drawers' called directories.

Imagine that you're storing letters on a disk; you may have 200 letters covering business and personal correspondance. The business letters may also be sub-divided into private and job-related business.

If your letters are all stored in the same place, and you wanted to retrieve a specific one, you'd have to wade through dozens of unrelated titles before you eventually found your choice.

By seperating the letters so that business and personal letters are stored in seperate drawers, you may halve the amount of searching required to find your file. Directories can even be nested within each other (like those Russian dolls). When one directory is placed within another it's called a sub-directory.

If you want to load a particular file, you must tell the computer which directories it's in.

When the startup-sequence is run, the computer must load each command from disk before it knows what to do. Most of the commands are stored in a directory called C: so rather than specify this directory each time a command is called, the CD command (short for Current Directory), tells the computer to look in the C directory for all future commands.

### 4. echo "Amiga Workbench Disk (UK). Release 1.3.2 version 34.28"

The echo command simply tells the Amiga to duplicate everything within the quotation marks on the screen. In this case it simply prints the Workbench version number on the screen whilst the rest of the disk loads.

### 5. Sys:System/ FastMemFirst

The Amiga's memory is split into two main parts: fast Ram and chip Ram. Unfortunately, the custom chips (the blitter etc) cannot operate directly upon data stored in fast ram. However, when programs are running, they sometimes request memory of an unspecified type for certain operations. FastMemFirst ensures that on these occasions, fast Ram is allocated, thus saving valuable chip ram for custom chip operations.

### 6. BindDrivers

When additional items of hardware (hard drives, etc) are used, additional drivers are sometimes required so that the computer can communicate with them properly. These drivers (which are stored in the Expansions directory of a disk), need to be activated and 'linked' to the Amiga's system. This is what the BindDrivers command does.

### 7. SetClock load

The Amiga uses an internal system clock to keep track of the time and date. This clock resets itself every time the computer is turned off.

Some memory expansions are fitted with a battery-backed clock which does not reset when the computer's power is turned off.

Although this clock is seperate from the Amiga's system clock, the system clock can be made to synchronise itself with the battery-backed one using the Setclock command.

### 8. FF >NIL: -0

The Amiga's default speed for on-screen text printing is relatively slow. An Amiga programmer called Charlie Heath wrote a short program called Fast Fonts which speeded it up by about 20%, and as a result Commodore included it with all their 1.3 Amigas. This command simply activates the program.

### 9. resident CLI L:Shell-Seg SYSTEM pure add

The Command Line Interface (CLI) is an interpreter which allows users to issue typed commands to the Amiga. Shell is a more sophisticated version of CLI. This command loads the CLI into memory and transforms it into Shell by linking the upgraded Shell-seg.

### 10. resident c:execute pure

This command simply loads the execute command and makes it memory resident. This means that the command won't have to be loaded each time it's used.

### 11. mount newcon:

Similar to the way that the BindDrivers command was used to activate hardware drivers, mount Newcon: is used to activate the Shell related Newcon: device. Once activated, this merely provides the user with additional Shell editing facilities.

### 12. failat 11

When Amiga programs are running, an error number is generated if a problem is encountered. The more severe the error, the higher the number.

Unless specified, all errors will halt any further execution of the program. By raising the failure number from 10 to 11, minor errors encountered during the StartupII script (executed in the next line) are ignored, and the program is allowed to continue.

### 13. run execute s:StartupII

This simply runs a second set of commands stored as a file called StartupII.

### 14. wait >NIL: 5 mins

Because the Amiga is capable of multi-tasking (doing two things at once), it would attempt to run StartupII (in line 13) and the remainder of the main startup-sequence at once.

Whilst this is fine in theory, in practice it often results in two programs trying to read from the Workbrench disk simultaneously, thus causing the horrible grinding noise that many people are familiar with.

This line tells the Amiga to suspend execution of the remaining startup-sequence commands until StartupII has been completed. Unfortunately it doesn't work very well, and the disk drive still makes a noise!

### 15. SYS:System/ SetMap gb

When you press a key, the computer doesn't think to itself 'Ah, he's just pressed the letter A', or 'she's just typed hello'. Each keypress generates a number which is 'mapped' against an internal list which tells the Amiga what you meant when you struck a particular key.

Being an American-made computer, the Amiga defaults to use an American translation list. This is fine in most cases, but certain symbols such as '#' and '£' are in different positions on a British keyboard.

The SetMap command allows the user to specify which language he wants the keyboard configured to.

### 16. path ram: c: sys:utilities sys:system s: sys:prefs add

If you recall what I said about directories and path names when I was describing the CD: c command in line 3, you may already have an idea what purpose this line serves. It simply tells the Amiga where to look when looking for files in particular directories – prefs for example.

### 17. LoadWB delay

LoadWB simply loads the Workbench so that you can use the icon-based loading system. The delay command tells the computer to wait for a few moments before doing so. This is yet another attempt to reduce disk grinding as the computer would otherwise be performing two disk operations at once (finishing loading the LoadWB command, and loading the Workbench itself).

### 18. endcli >NIL:

This command merely tells the CLI that it's no longer needed, and that it should close itself down and go away. Until this command is issued, the Workbench screen is not visible because it's behind the CLI window.

## IN CONCLUSION

You've probably noticed that a number of commands are suffixed by the characters >NIL:. Just so that you won't be left wondering what that means, many commands print messages which tells you more about them, or confirm that they are being successfully executed. As this text output is not really required, it is sent to a special location called NIL:.

Well, that's all there is to the main Workbench 1.3.2 startup-sequence. Workbench 2.0 features a number of differences which we'll discuss in detail on another occasion.

You might as well think of NIL: as a limbo where unwanted rubbish is dumped, because that's the purpose it serves in the startup-sequence.

For users who know how to use the CLI, you can prove this by typing List df0:. This will give you a normal listing of the files on the disk in the internal drive. Now type List df0: >NIL:

The computer still reads the disk, but nothing has been printed on the screen. The information has been sent to NIL: never to be seen again!

Hopefully you've found this feature informative. If you have any further questions, don't forget that you can always send them in to us at Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

You've bought an Amiga and you're about to enter the bustling the world of computer

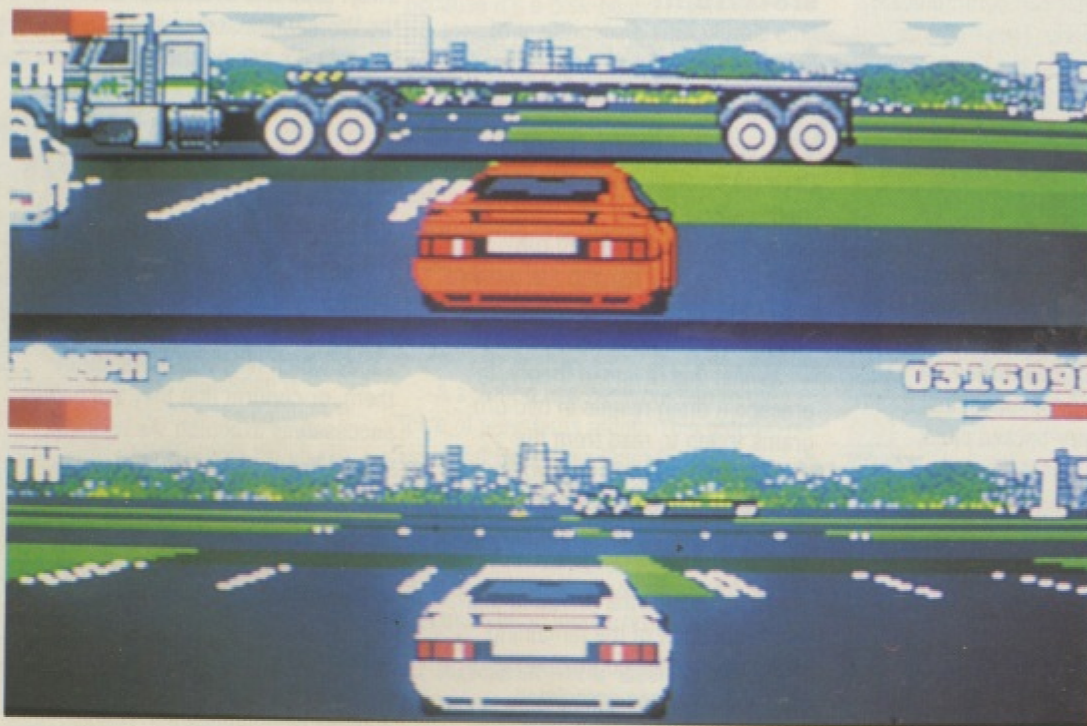
# GAME, SET AN

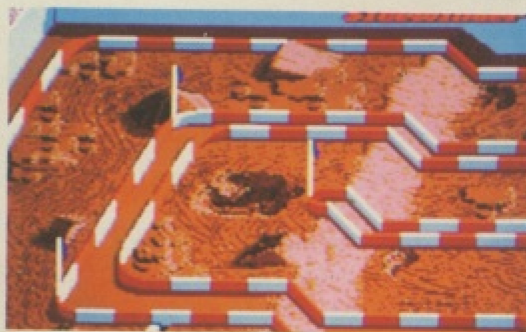
games. But where do you start? CU guides you through the hundreds of game-styles and packages at your fingertips...

As far as computer games are concerned, the Amiga is probably the best 16-bit machine there is. Every aspect of gaming is catered for, from the deepest dungeons to the newest film and arcade licences, and – more importantly – they are all easily available. With the machine now out-selling its many rivals, more and more companies are producing games for it, and it's future is looking very rosy indeed – in fact, out of all the machines currently on the market, only the Amiga stands a chance of keeping up with the latest console boom. And the reason for this lies in the machine's flexibility and technical capabilities.




**Maxis' *Sim City* let you take cgarge of an entire city and plan its development over the years. This one's for council planners and game enthusiasts, alike.**





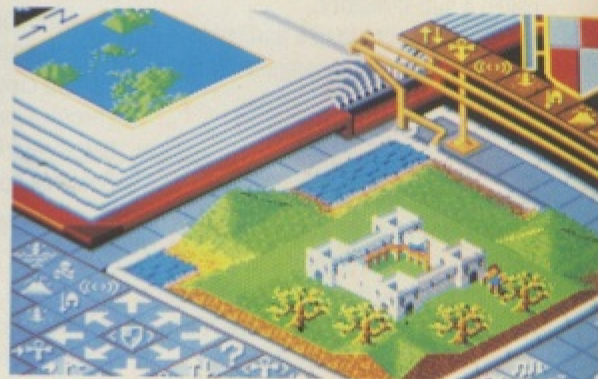
**Racing games have always been popular on the home computer and the Amiga sports two of the best, namely Gremlin's *Lotus 2* and Virgin's *Off-road Racer.***

## Licenced To Thrill?

Although it isn't as technically advanced as Sega's fast-moving coin-ops or Taito's huge sprite extravaganzas, the Amiga can handle such conversions fairly well. Obviously, they aren't going to be perfect copies of the machine, but all the necessary gameplay will be there as will all the features that made you enjoy the machines so much. Classic Amiga conversions are two-a-penny, and the likes of *Rainbow Islands*, *Super Monaco GP*, and *Golden Axe* display the machine's ability to handle all manner of coin-op styles – for considerably less than the money you'd pump into their arcade parents, too. Granted, not all conversions can be deemed classic (take a look at *Chase HQ* and *Alien Storm*, for example), but a handful that are currently in development are looking very impressive indeed.

The same goes for film licences. Such is the versatility of the computer game format that licences as weird as *The Addams Family* to *Batman* can be turned into playable computer games. Nine times out of ten, these are made up of a series of sub-games comprising several different game-styles, but occasionally, someone will really push the boat out with a stunning advance in game ideas. You can guarantee that if a blockbuster film is heading your way, then the Amiga game won't be far behind. In the last year we've seen *Total Recall*, *Terminator II*, *Robin Hood*, *Hudson Hawk* and *Bill And Ted's Excellent Adventure* and, in the case of *Total*, *Hudson* and *Bill And Ted*, the games were arguably more enjoyable than their celluloid counterparts!

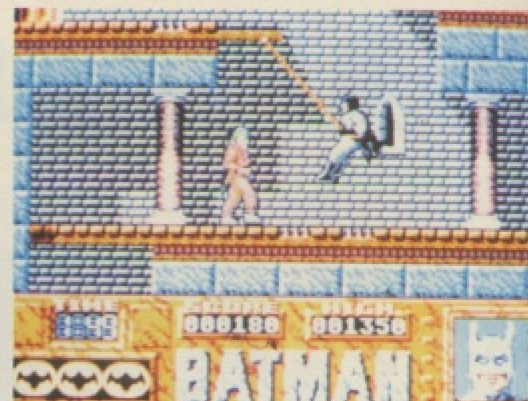
***Below: Populous* represented the beginning of a whole new genre of game – the God Sim. You control the lives and destiny of a chosen land as you fought for supremacy against other God-like adversaries. Essential stuff!**





# D MATCH




Na-na-na-na-na-na-na-na, *Batman*. Ocean's famous license proved an instant hit as well as proving that licensed games could be original and fun.

## Variety Is The Spice Of Life...

If you like your games a little more cerebral or maybe prefer the simplicity of a mega-death shoot 'em up, then once again you're well-catered for. All the major adventures can be found on the Amiga, with the classic Infocom series available for a mere seven quid a title, courtesy of Mastertronic! In addition, the Amiga was also responsible for the rapid growth of the arcade/adventure and the machine now sports more of this sub-genre than any other machine. In addition, as coders start to get to grips with the machine's capabilities, even more in-depth gameplay and better graphics are squeezed out of it. For instance, whereas FTL's *Dungeon Master* was long regarded as THE RPG by ST owners, along comes SSI and U.S. Gold with *Eye Of The Beholder*, an RPG-cum-arcade/adventure which blew FTL's game into a cocked hat. Or perhaps you'd like Disney-style cartoon-quality graphics with your RPG? Try Core's *Heimdall*, it'll blow you away.

Categorising the Amiga's thousands of games is a near impossible task, and the machine has more game-styles than you can shake a very large stick at. For instance, if you are out to buy a shoot 'em up, you are going to have to choose from a selection of hundreds. Vertically-scrolling, Sir? How about *SWIV* or *Xenon II*? Or maybe horizontally-scrolling, where you can pick from *Armalyte*, *R-Types I* and *II*, *Denaris*, *Silkworm*, and *Z-Out*? And that's without even mentioning arcade/adventure shoot 'em ups like the two *Turrican* games and *Alien Breed*, or 'point of view' blasters, such as *Operation Thunderbolt*, *Line Of Fire* and *Beast Busters*...





RPG and Adventure games offer a welcome alternative to the shoot 'em up variety and, due to their complexity, can last for many hours.






Accolade's spooky Elvira game was true to the movie and also included more than its share of blood and gore.



# GAME, SET AND MATCH






Imageworks' *First Samurai* picked up an overall score of 91% in our review of the game last month. Designed by Mev Dinc, it's a blistering sword-wielding beat 'em up. If you want to take a look at other games in the genre, a definite must-buy is the classic *IK+* which, although more than three years old, is still one of the best available. Others games include *Final Fight, Panza Kick Boxing, Pit-fighter* and *Golden Axe*, but not all are to a high standard. The only way to make sure a game is up to scratch is to read the reviews in magazines like CU Amiga or find a good local computer shop which will let you try before you buy. At £26 a throw, games aren't particularly cheap so it pays to shop around for the best prices and read as many reviews as possible.

## Cheap'N'Cheerful

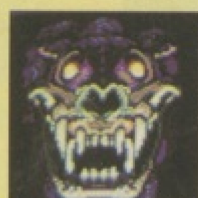
The thing is, no matter how you like your games, the Amiga can more than cater for it – it even mixes in dozens of game-styles if you so wish. And although twenty-six odd quid may seem a little excessive for the latest release, then the major companies like U.S. Gold, Ocean and Domark have all produced spin-off budget labels where their past hits can be found for under a tenner. Within this thriving budget market there are dozens of real gems to be found. Take the aforementioned *Batman* licence, for instance: this pioneered decent licenced product with its top-notch mix of driving and platform sequences, and for a meagre £7.99 represents an absolute steal. In addition, if you're a fan of older coin-ops, such as *Bionic Commando, Outrun*, or *Bubble Bobble*, these too can be found at a budget price.

This isn't to say that the budget arena is predominantly made up of re-releases, though. Codemasters, veterans of the cut-price game, have made a bundle from their *Dizzy* series, which are platform-based arcade/adventures starring a little egg-like character, and Ocean have just tentatively released their first original budget game, with U.S. Gold about to do the same. In addition, if you have upgraded from an 8-bit machine, then there are also stories circulating that several companies are at present updating their back catalogue games for the Amiga, so you needn't miss the likes of *Beach Head, Combat School* or *Gryzor* after all. And, bearing in mind that the Amiga has almost identical specifications to these aging coin-ops, there's no reason why these conversions shouldn't be identical when they arrive.

## PD File

Furthermore, if your pocket can't stretch to budget games either, the Amiga has one of the busiest Public Domain scenes of any machine. As well as the may impressive demos and utilities the scene affords, the odd gem of a game can be found, too. Small games knocked up using Domark's *3D Construction Kit* or Palace's *Shoot 'em Up Construction Kit* are regularly released, but the PD scene is also frequented by talented new programmers





In the last year the budget scene has really taken off. If you can't afford a really hot game now, chances are that in 12 months time it'll be available at half the price.





In a similar vein to *Operation Stealth, Cruise for a Corpse* was a great adventure with a fascinating Whodunnit theme set aboard a luxury cruise-liner. After the millionaire owner is murdered, it's up to you to solve the dastardly crime and save the day. But who could have committed such a dastardly crime? As you would expect, there are more than a few dodgy characters on board the ship and tracking down the killer is far from simple.

Platform games are a popular choice with the average punter. Classics include coin-op conversion, *Rodland*, the Bitmaps' *Magic Pockets* and the superlative *Rainbow Islands*, the blistering sequel to *Bubble Bobble*. More than any other type of game, platform games usually involve a collection of 'cute' characters which prompted the Sales Curve to sub-head their *Rodland*'s conversion with the immortal line: 'So cute, it'll make you puke'.






More than thirty full-price Amiga games are released each month. Their quality varies from the mundane to the brilliant. With more and more games being developed on the Amiga, coders are becoming more familiar with the machine's capabilities and the best games are definitely yet to come.

who want to test their wares before they start professionally. Among the classics we've seen are an incomparable version of that golden oldie, *Missile Command*, several superior shoot 'em ups – of which the excellent *Tank* is the best – and a rather spiffy platform affair by the name of *Drip*. These are all available for roughly a pound and the price of a blank disk, and can represent excellent value for their minimal cost.

## Buy, Buy

So where can these many games be found, then? Well, that's the beauty of it. Everywhere! All the major chains, including Boots, WH Smiths and Woolies stock Amiga games, and the small computer shops are still alive and kicking. In addition, companies like Virgin are confident enough in the future of the computer boom to introduce a chain of shops dedicated to computer games, and both London and Southampton now house these 'Games Centres'. In terms of choice, these larger shops are probably the best as they usually contain virtually every new release – and that's some thirty-odd games a month. However, you may find that some of the smaller run specialist clubs offer a better service than some of the larger shops as well as providing some hefty discounts on full-price games.

Another alternative is ordering from the mail order ads you may see in this and other magazines. These offer full-price games at drastically-reduced prices, and it is possible to save up to eight quid on a new release. However, there are a few fly-by-night companies out there, so always try to find out a little on the companies before sending off any cheques. There is the MOPS (Mail Order Protection Scheme), though, which is there to keep an eye on any rogue companies and will prevent mags from taking ads from unreputable companies who have a reputation for messing punters around. These Mail Order companies are also useful for finding more obscure games that you may have been after for ages, and can try to hunt down those elusive copies for you.

So there you have it, the exciting world of Amiga gaming. As with all those expensive hampers you see on TV, there's something for everyone, and unlike the Hamper, the Amiga will keep you going for a good few years yet...





Heimdall combined traditional RPG gameplay with some stunning cartoon-quality graphics.



# GLOSSARY

**add-on**
Any external device connected to your Amiga such as a printer, joystick or modem. See also peripheral.

**AmigaDOS**
The Amiga Disk Operating System.

**animation**
Sequence of pictures that, when shown in rapid succession, creates the illusion of a moving image. Each picture is referred to as a frame of animation.

**anti-aliasing**
Process of smoothing out the rugged edges of computer-generated graphics by softening the colour and luminance intensities of the pixels.

**ASCII**
American Standard Code for Information Interchange designed to achieve compatibility between data devices.

**baud rate**
Rate at which information is transferred through a serial port.

**bit**
Smallest unit of information that a computer can hold (0 or 1).

**bitmap**
Series of bits that represent a graphic image.

**blitter**
Part of the internal Amiga hardware used to copy and transfer data at extremely fast speeds.

**byte**
Unit of memory consisting of eight bits.

**CD–ROM**
Device that stores a massive amount of data (in excess of 500 megabytes) on special compact discs.

**CDTV**
Commodore Dynamic Total Vision. Amiga with built-in CD-ROM drive redesigned to look like an ordinary CD-player. See also multimedia.

**CLI**
Command Line Interface used to communicate directly with AmigaDOS without employing icons.

**copper**
Display-synchronised coprocessor that resides on one of the Amiga custom chips and directs the graphics display.

**CPU**
Central Processing Unit. Commodore uses the Motorola 68000-family of microprocessors in the Amiga.

**data**
Any form of information stored and processed by a computer such as text, images and sound.

**disk**
Medium for storing and retrieving data.

**DMA**
Direct Memory Access.

**exec**
Low-level primitives that support AmigaDOS.

**file**
Any collection of data stored on a disk.

**floppy disk**
Disk made of plastic that stores computer data on a magnetic surface.

**font**
Collection of letters, numbers and other typographical symbols.

**frame grabbing**
Technique to capture video images and convert them into computer graphics. Also called a video digitiser.

**genlock**
Add-on device used to combine the graphical output of your Amiga with any video source such as a VCR or video camera.

**graphics tablet**
Peripheral device for drawing images.

**halfbrite**
Amiga display mode that can handle 64 colours on-screen at the same time.

**HAM**
Hold And Modify. Graphics mode on the Amiga that can display 4096 colours on-screen.

**hard disk drive**
Stores very large amounts of data and operates a lot faster than a floppy disk drive.

**icon**
An image representing an object, concept, message or possible action.

**in-betweening**
Transformation between two key frames in an animation sequence.

**interface**
The point of communication between you and a computer.

**interlace**
Display mode which doubles number of vertical scan lines.

**kilobyte**
Unit of memory consisting of 1024 bytes. Usually abbreviated to K.

**light pen**
Add-on device shaped like a pen that you point at the screen to control functions during special application programs.

**light source**
Point from which a scene is illuminated.

**megabyte**
Unit of memory equal to 1024 kilobytes (K) or 1,048,576 bytes. Usually abbreviated to MB.

**memory**
Hardware component of a computer that can store data for later retrieval.

**modelling**
Process of creating a three-dimensional computer graphic object.

**modem**
Device that links your Amiga to other computers via telephone lines. Short for modulator/demodulator.

**mouse**
Small device that controls a pointer on the screen.

**MS–DOS**
Microsoft Disk Operating System used by IBM PC-compatible computers.

**multimedia**
Combination of text, images and sound in a single program.

**multitasking**
Allows multiple programs to be 'simultaneously' run.

**NTSC**
National Television Systems Committee. The 525-line composite video system used in the USA.

**PAL**
Phase Alternating Line. The 625-line composite video system used in the UK.

**PD**
Programs put in the Public Domain by their authors. Free software! See also shareware.

**peripheral**
Piece of hardware – such as a monitor, disk drive, printer or modem – connected to, and controlled by, your Amiga. See also add-on.

**pixel**
Short for picture element. A location in memory that corresponds to a point on the screen.

**pointer**
An arrow or other symbol on the screen under your control via mouse, keyboard or joystick. You use the pointer to choose commands or draw in graphics programs.

**port**
Socket on a computer that you can use to connect peripherals.

**program**
Set of instructions for the computer telling it what to do. Computer programs are collectively referred to as software.

**RAM**
Random Access Memory.

**ray-traced**
Technique which mimics the way rays of light bounce off graphical objects.

**rendering**
Process where each graphical object in a scene is shaded and lit making it look more realistic.

**resolution**
Number of pixels that can be displayed.

**ROM**
Read Only Memory.

**RGB monitor**
A monitor that interprets video signals for Red, Green and Blue to create any colour.

**scrolling**
Moving the display in a vertical or horizontal direction.

**SCSI**
Small Computer System Interface.

**shareware**
Similar to PD software, except the authors expect some sort of payment if you decide to use their programs.

**sprite**
Graphic object which is easily moved and manipulated. Perfect for game applications.

**TV modulator**
Device used to connect a television set to your Amiga.

**user group**
Club whose members exchange tips and information.

**virus**
Malevolent software that damages files stored on floppy disk or hard disk. Virus-busting programs are available from dealers and user groups.

**workbench**
Allows you to manipulate some of the facilities of the Amiga.



PHOENIX

**RAM expansions made for the older A500 will not work with the new A500 Plus if they are populated to more than 512k. Phoenix have developed a range of RAM expansion units specifically for the new A500 Plus.**

## WHY DO YOU NEED PHOENIX RAM EXPANSIONS?

The A500 Plus can only be expanded to 2 Mb of chip RAM using the trap door expansion port.

◆

Chip Ram is required to unleash the full graphics capabilities of the Amiga 500 Plus

◆

The A500 Plus can only use specific RAM expansion modules that will do this such as Phoenix.

◆

Phoenix Ram expansion modules are built to the highest possible standards in the U.K.

◆

Each unit is individually inspected and tested before release.

◆

Phoenix 1 Mb RAM modules come in either 512K, 1Mb or unpopulated configurations.

◆

All Phoenix product is backed by a full 2 year replacement guarantee.




# EXPAND

## your AMIGA A500 *Plus*

## with the

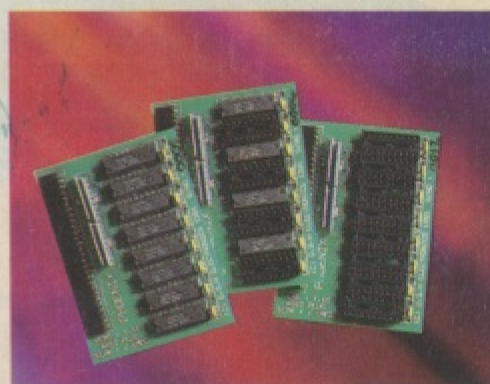
### A500 *Plus* 1Mb RAM modules

The Phoenix 1mb RAM expansion is available either unpopulated, populated to 512K or fully populated to 1Mb. All boards use industry standard 256 by 4 DRAMs. The Phoenix Ram will fit simply into the trap door expansion port without any modification and **Will Not** invalidate your warranty.

**Unpopulated**
**only £16.99**

**512K populated**
**only £39.99**

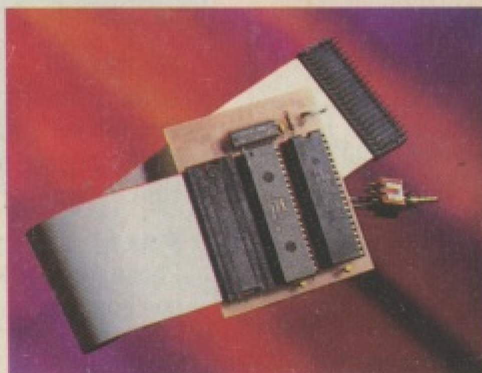
**1Mb fully populated**
**only £49.99**



### Kickstart ROM1.3/2.04 sharer

Because some older Games and Business software will not run on the new Kickstart 2.04 ROM Phoenix have designed a sharer for both ROM chip sets.

Switchable between 1.3 and 2.04 you can get all the benefits of the latest A500 *Plus* without the drawback of losing some of your favourite software.



**Kickstart ROM1.3/2.04 sharer**
**only £24.99**

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**Kickstart ROM 1.3 chip**
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